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**Zimring et al.**

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(54) **METHODS, DEVICES, AND SYSTEMS FOR INTERACTIVE CLOUD GAMING**

(56) **References Cited**

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(73) Assignee: **Google LLC**, Mountain View, CA (US)

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(\* ) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

English Translation of Japanese Office Action dated May 18, 2021 for JP Application No. 2019-220516, 7 pages.

This patent is subject to a terminal disclaimer.

(Continued)

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*Primary Examiner* — Pierre E Elisca

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(57) **ABSTRACT**

(65) **Prior Publication Data**

The various implementations described herein include methods, devices, and systems for interactive cloud gaming. In one aspect, an interface device with processors and memory storing an application program is used for cloud gaming. The interface device includes a communication module for receiving and/or transmitting messages and media streams between the interface device, a game controller, and a remote gaming server. The interface device further includes an output module configured to provide output of the application to an input of a display device coupled to or integrated with the interface device. The application is configured to implement a first mode in which the interface device processes and displays outputs associated with substantially all messages transmitted by the game controller, and a second mode in which the interface device processes and displays a predefined subset of messages from the game controller and displays gaming media streams from the gaming server.

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**Related U.S. Application Data**

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(51) **Int. Cl.**

**A63F 13/77** (2014.01)

**A63F 13/235** (2014.01)

(Continued)

(52) **U.S. Cl.**

CPC ..... **A63F 13/77** (2014.09); **A63F 13/235** (2014.09); **A63F 13/335** (2014.09);

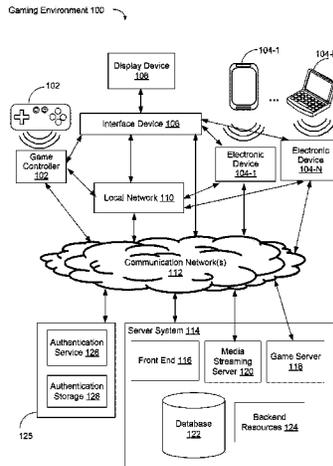
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(58) **Field of Classification Search**

USPC ..... 463/42

See application file for complete search history.

**24 Claims, 35 Drawing Sheets**



**Related U.S. Application Data**

continuation of application No. PCT/US2019/022472, filed on Mar. 15, 2019.

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(60) Provisional application No. 62/651,542, filed on Apr. 2, 2018.

(51) **Int. Cl.**  
*A63F 13/335* (2014.01)  
*A63F 13/355* (2014.01)  
*G06F 9/445* (2018.01)  
*H04L 67/306* (2022.01)

(52) **U.S. Cl.**  
 CPC ..... *A63F 13/355* (2014.09); *G06F 9/44568* (2013.01); *H04L 67/306* (2013.01); *A63F 2300/407* (2013.01); *A63F 2300/538* (2013.01); *A63F 2300/55* (2013.01)

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Gaming Environment 100

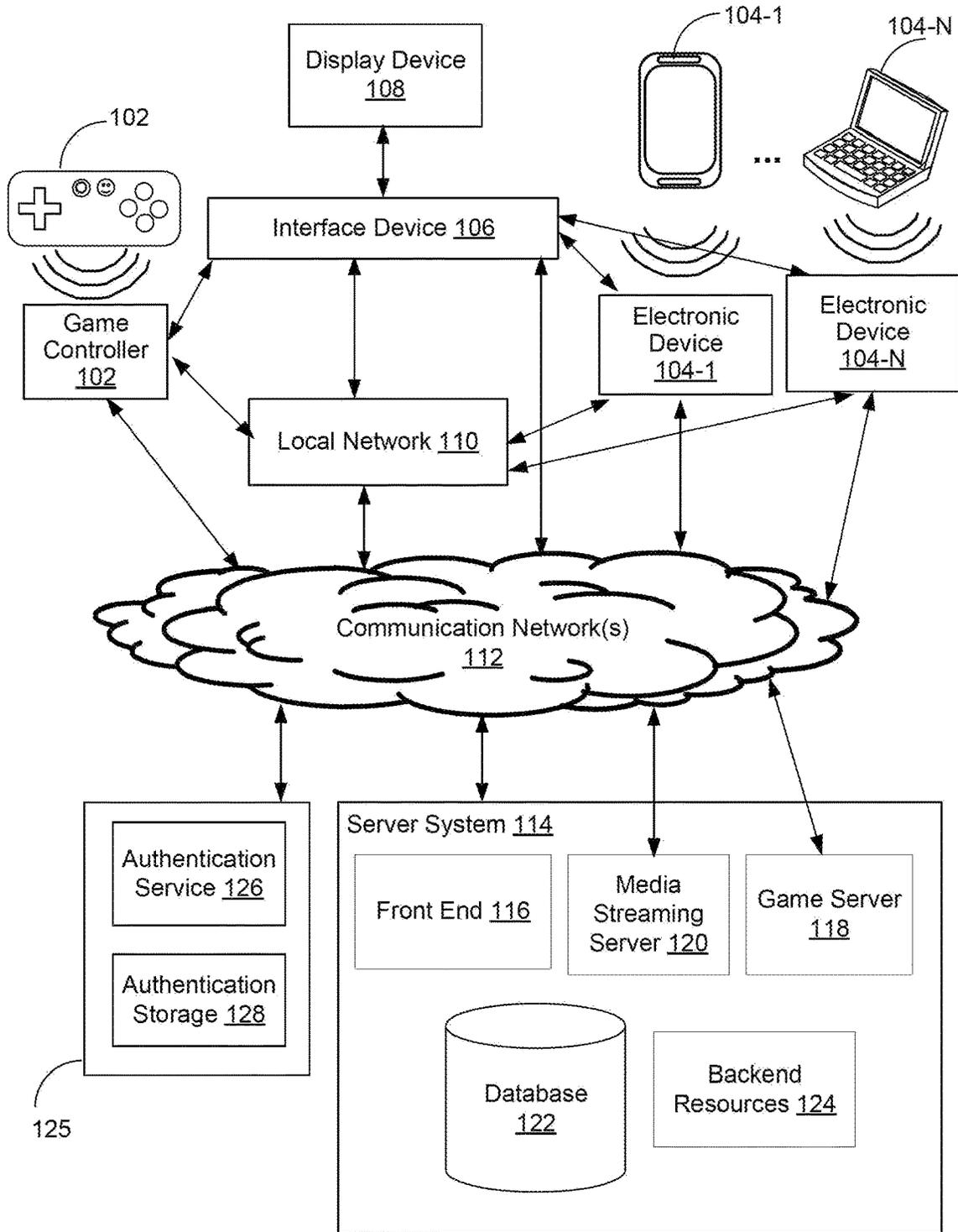


Figure 1A

Gaming Environment 130

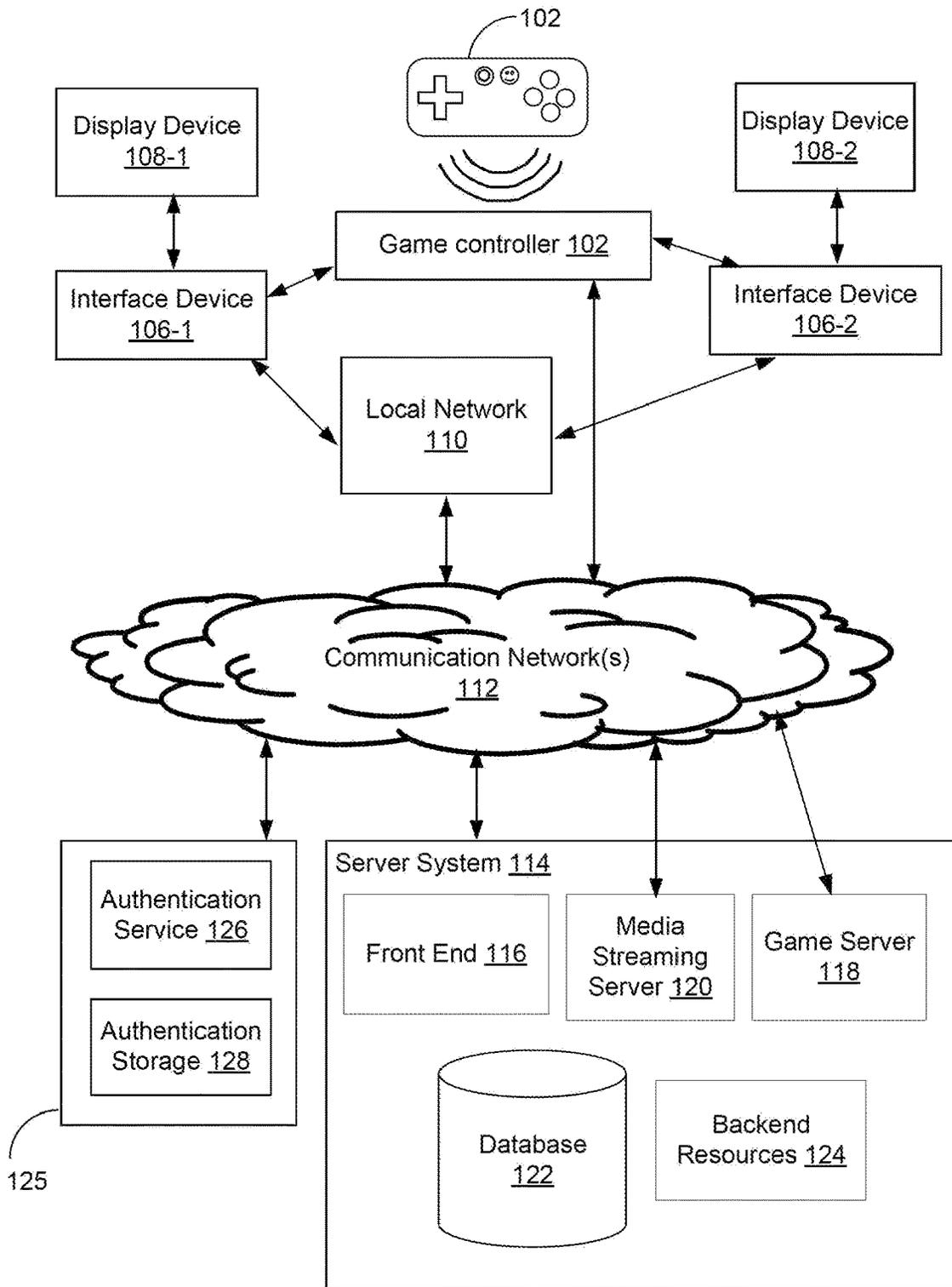


Figure 1B

Gaming Environment 160

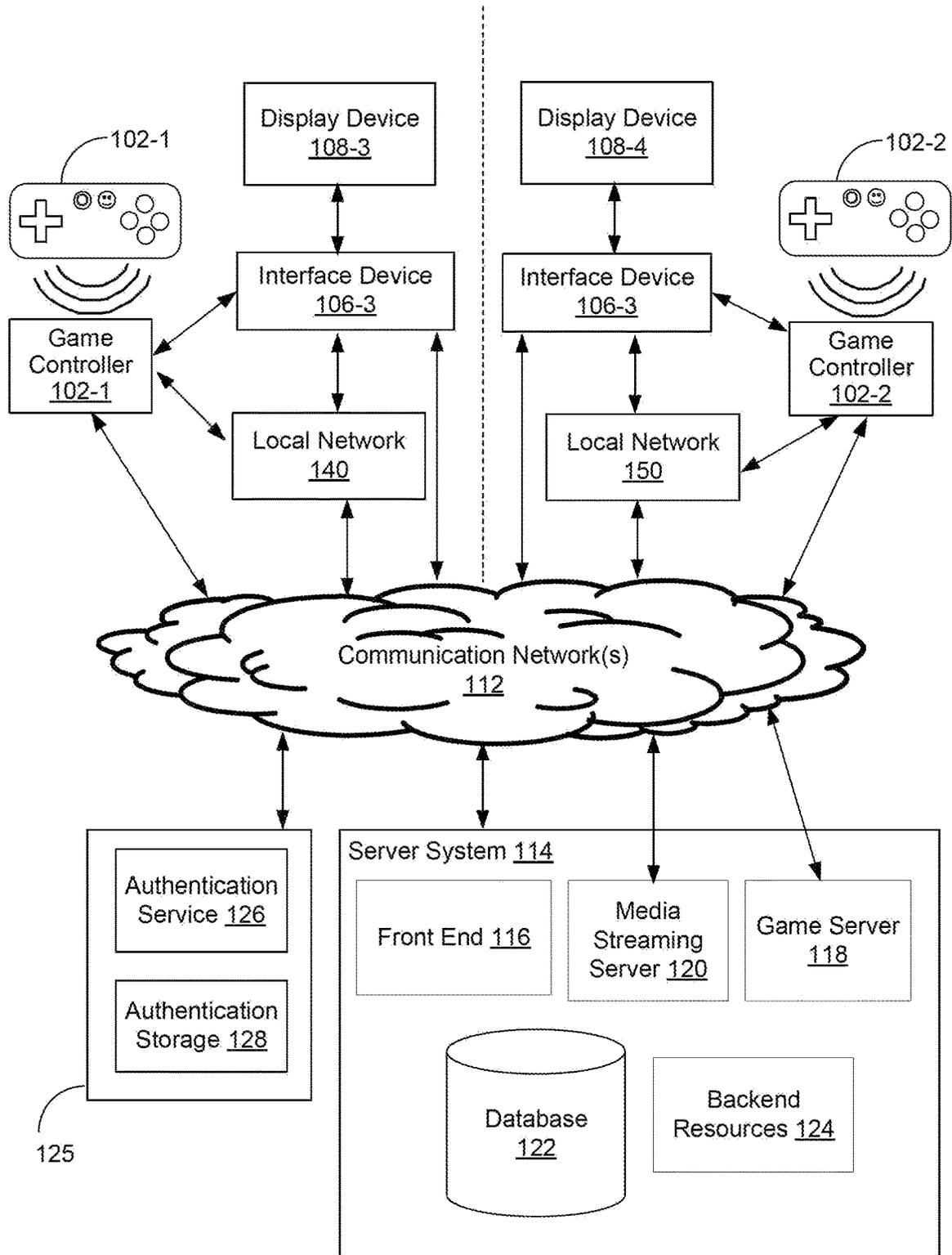


Figure 1C

Gaming Environment 180

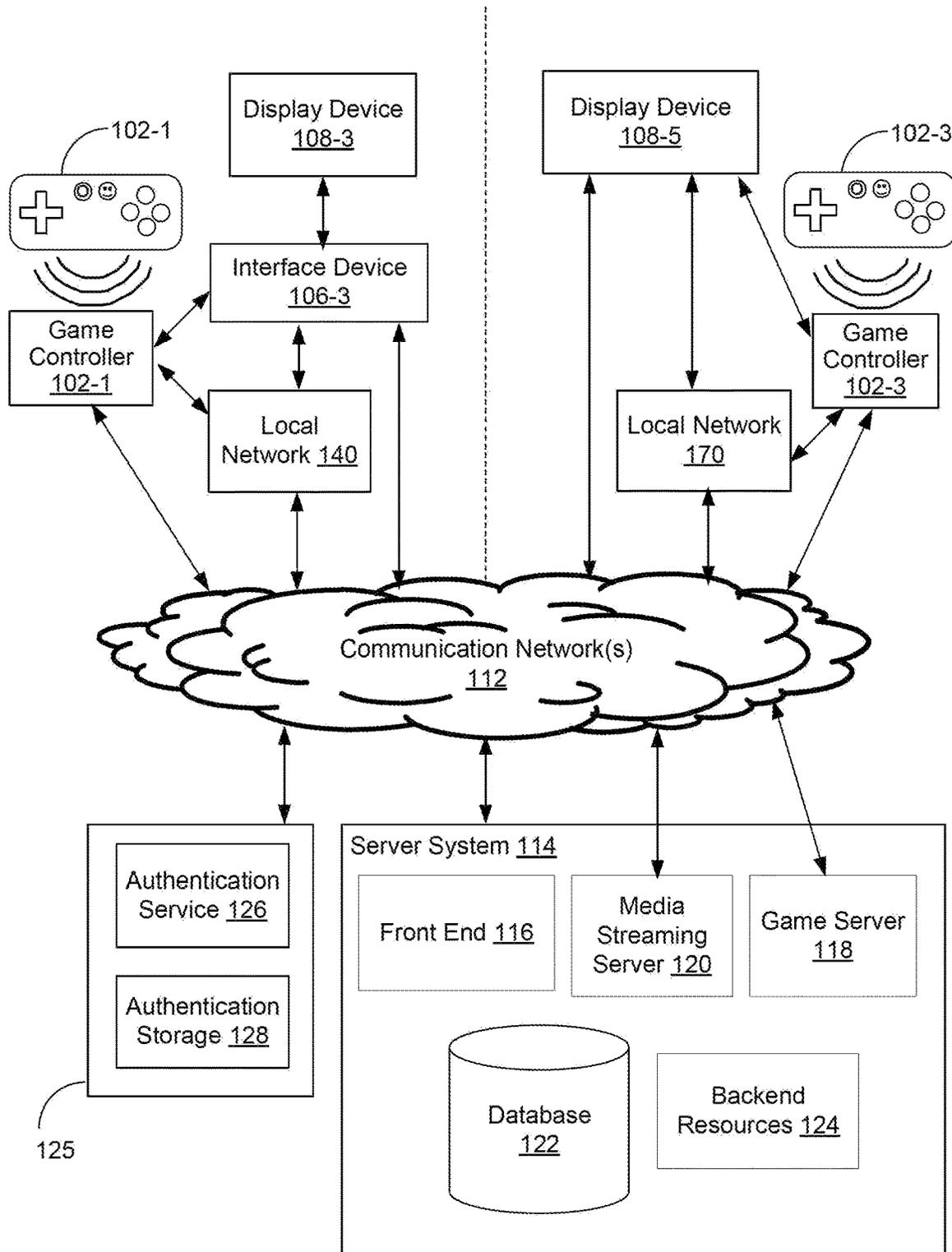


Figure 1D

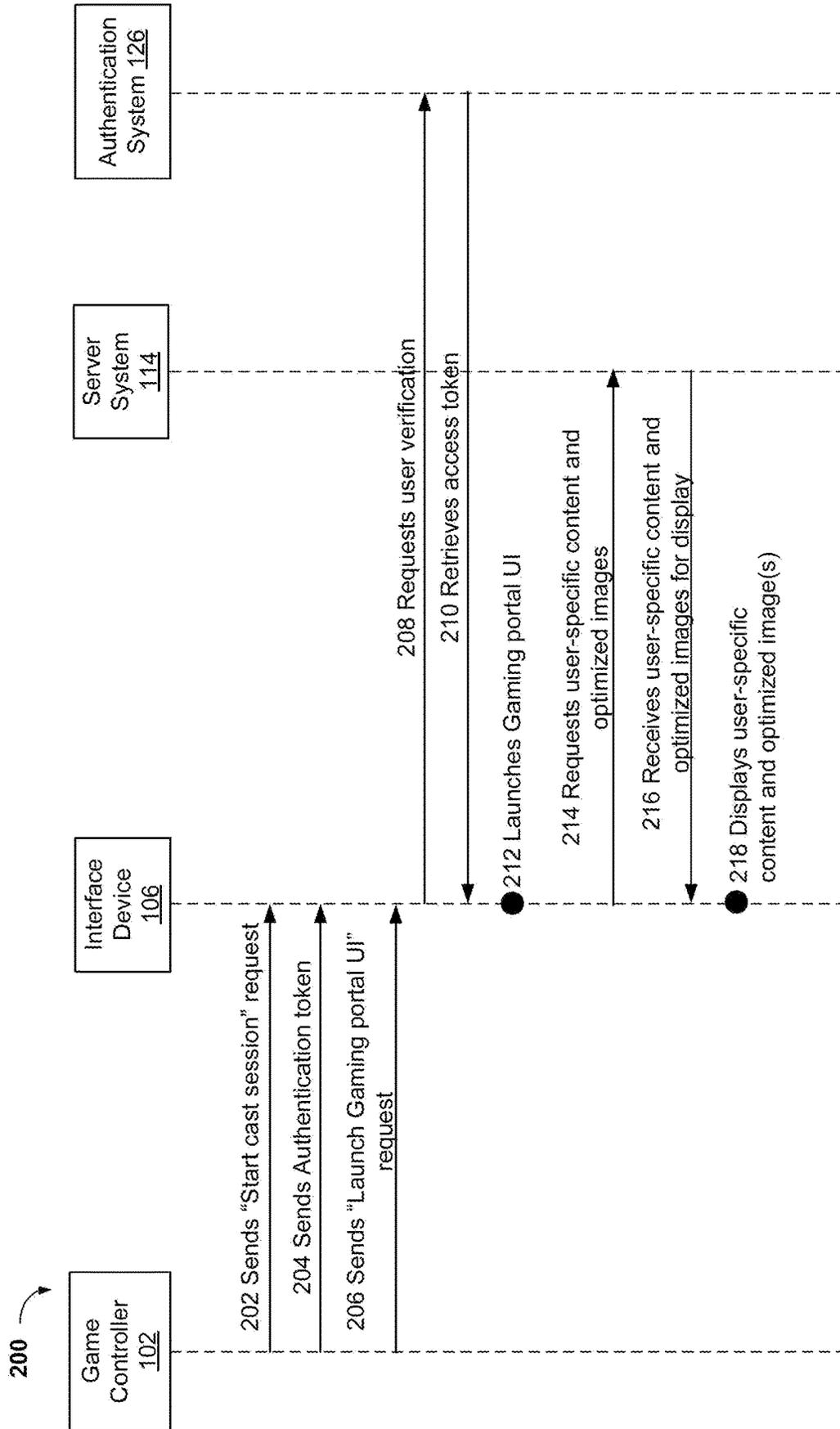


Figure 2A

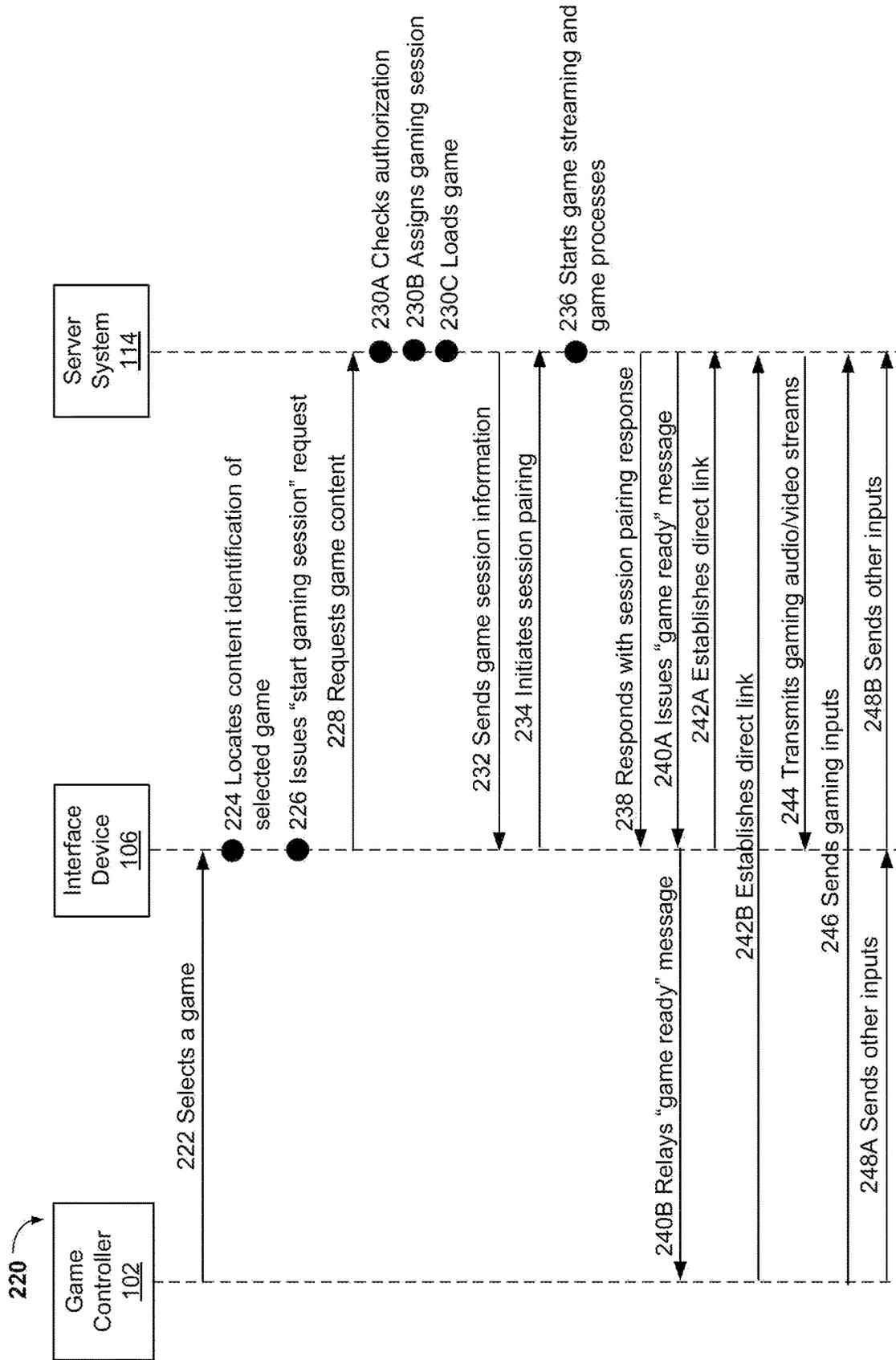


Figure 2B

Game Controller 102

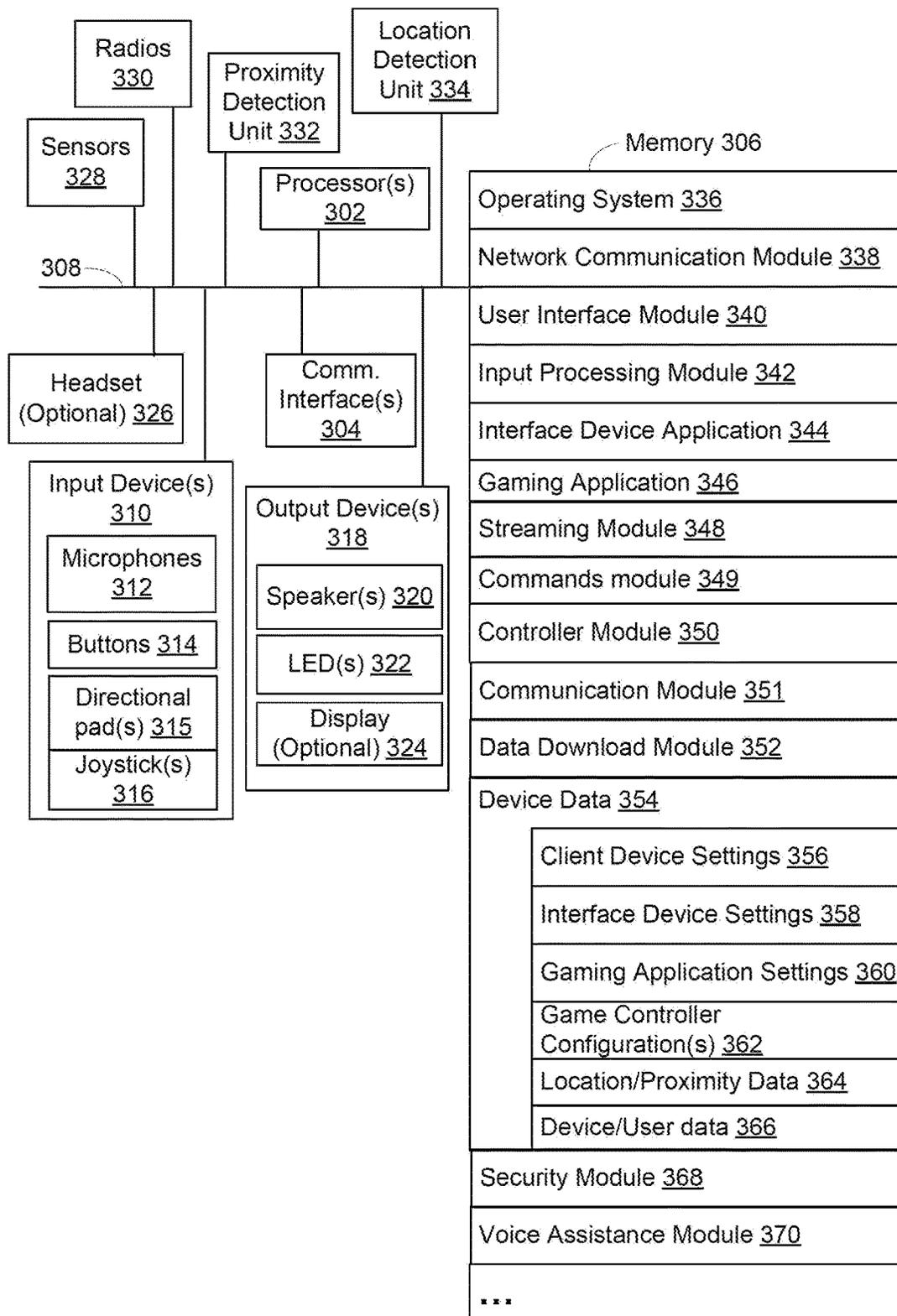


Figure 3

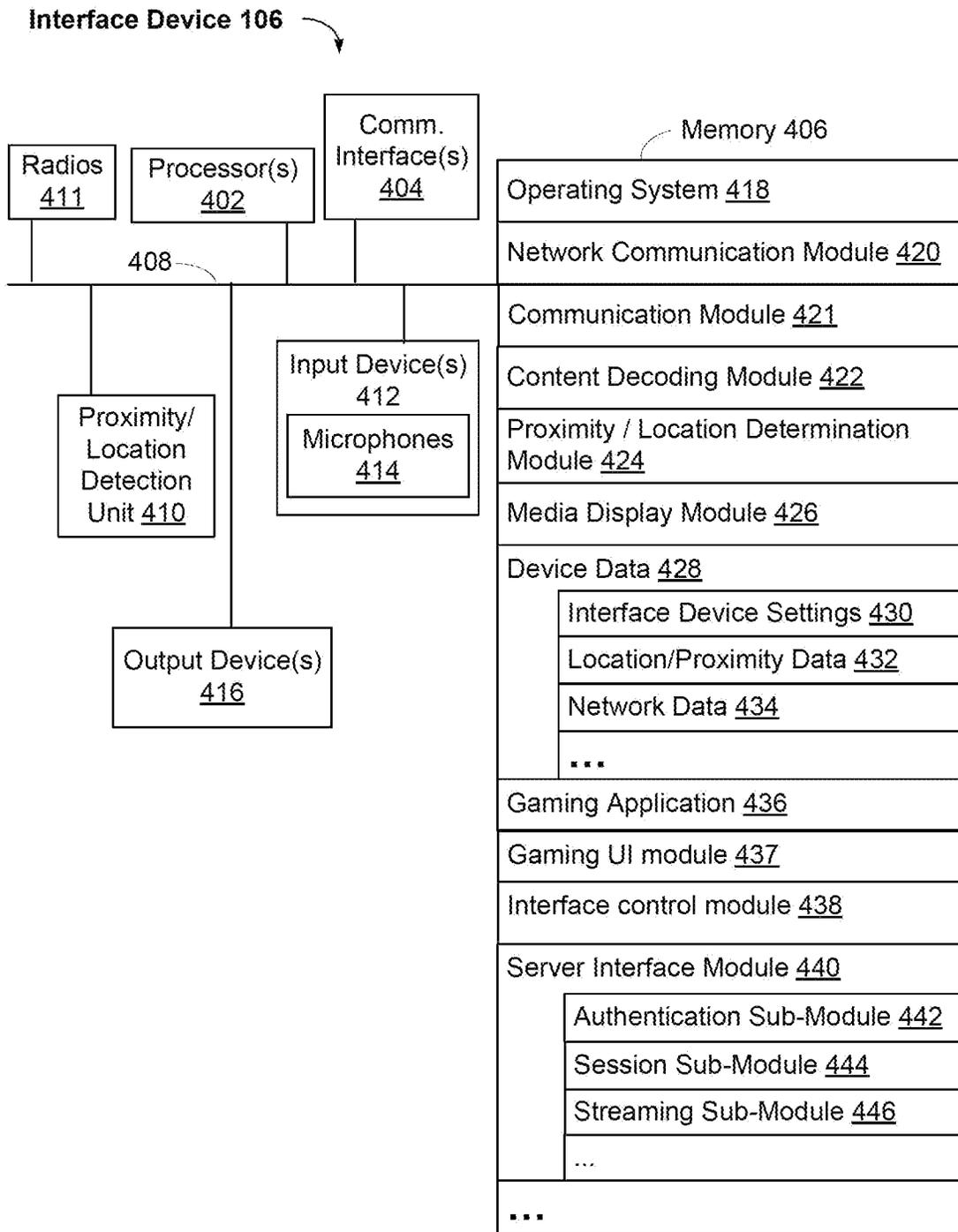


Figure 4

Server System 114

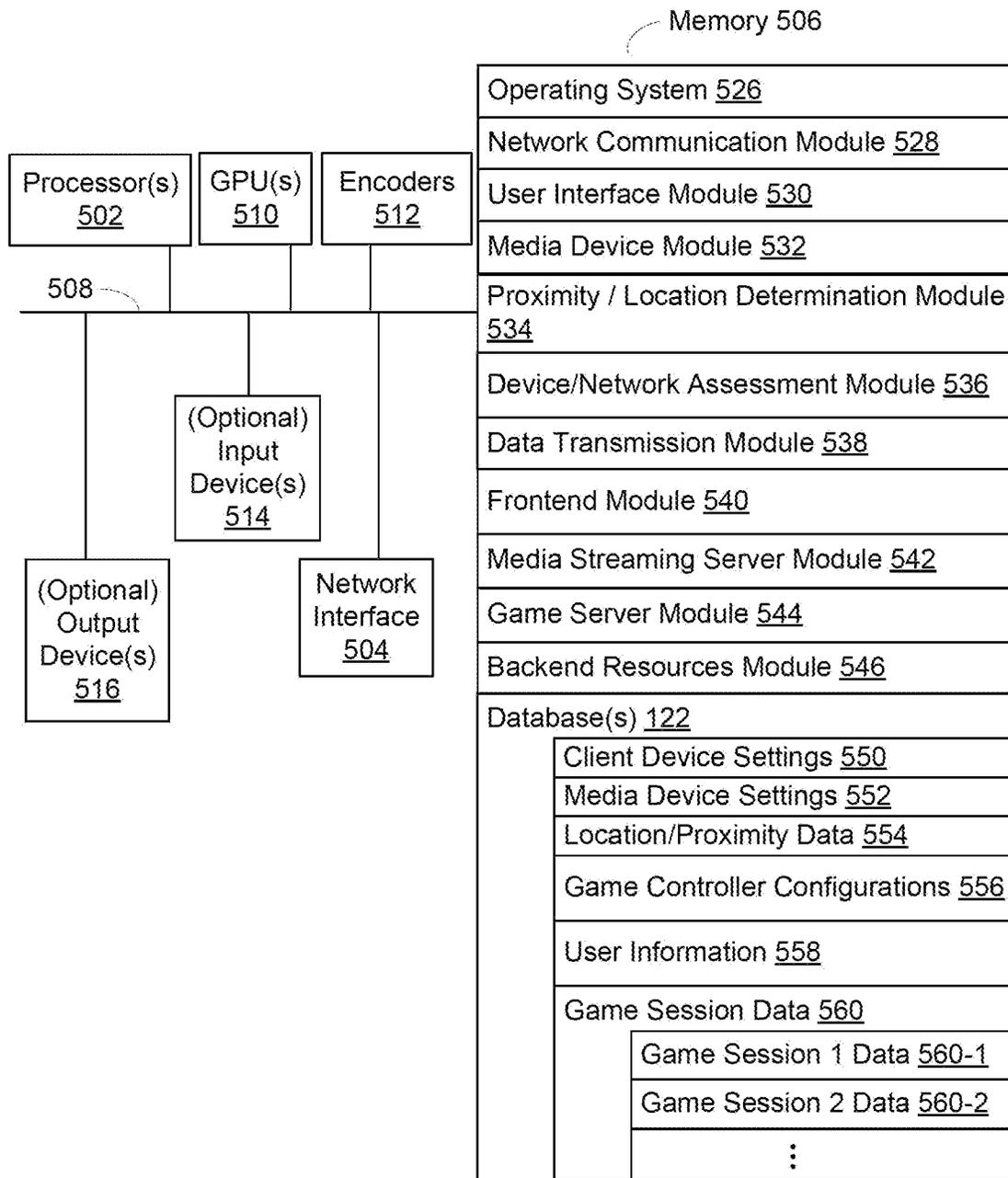


Figure 5

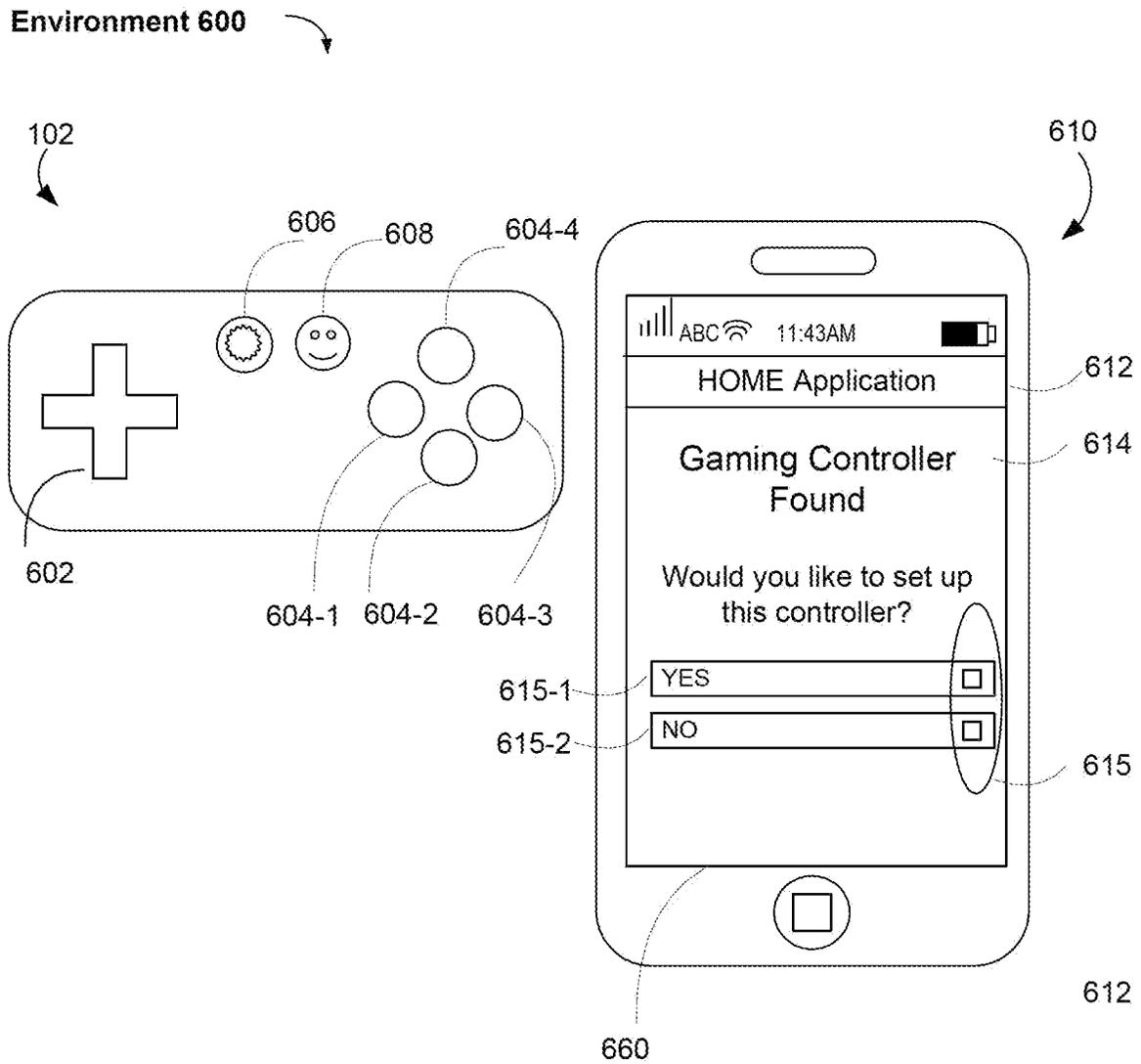


Figure 6A

Environment 500

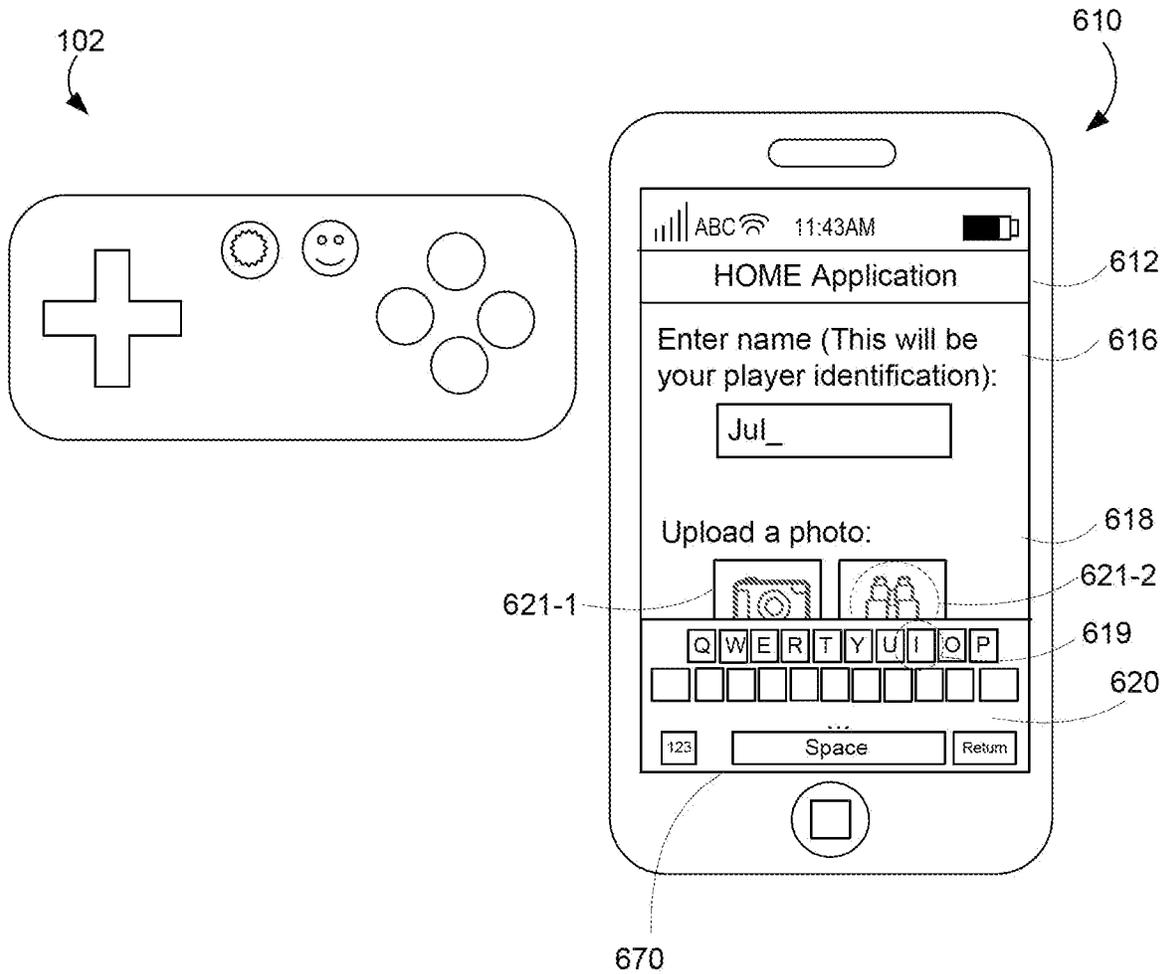


Figure 6B

Environment 500

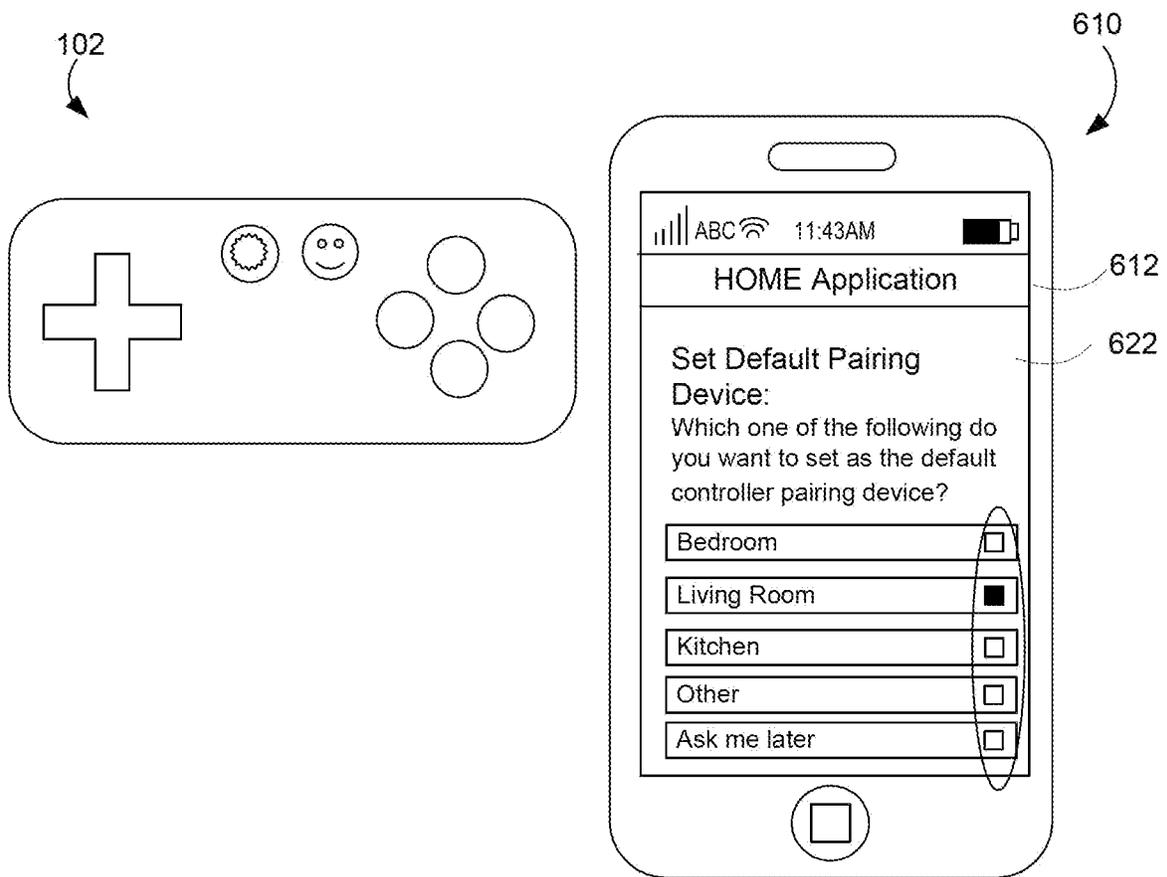


Figure 6C

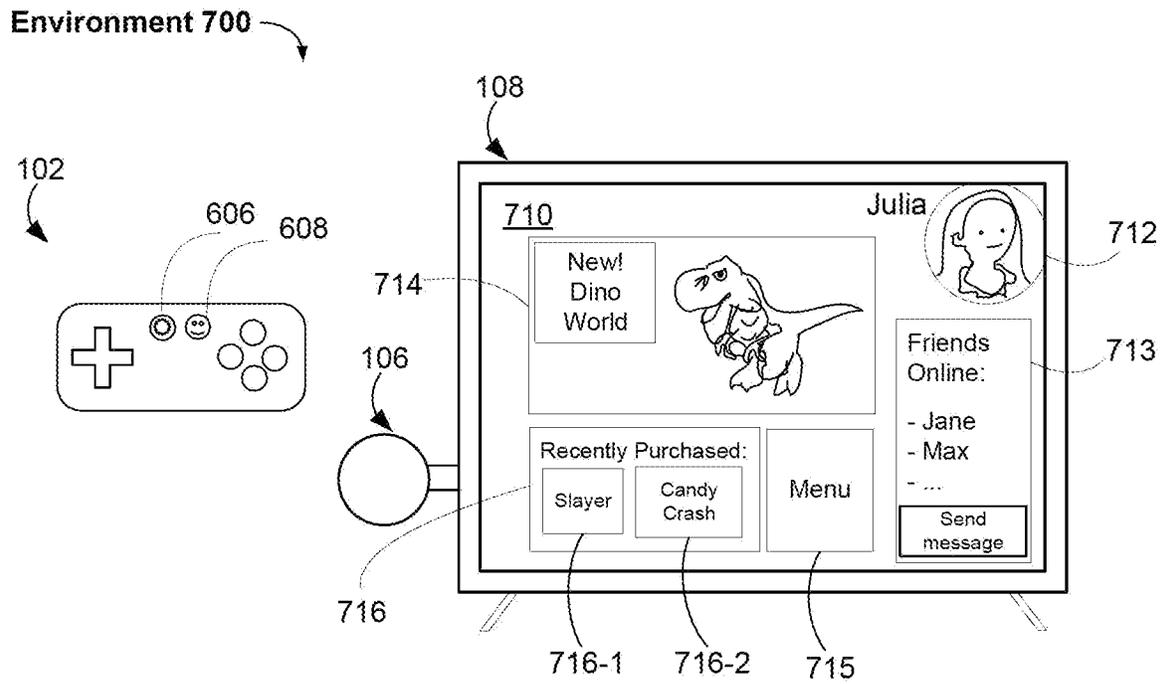


Figure 7A

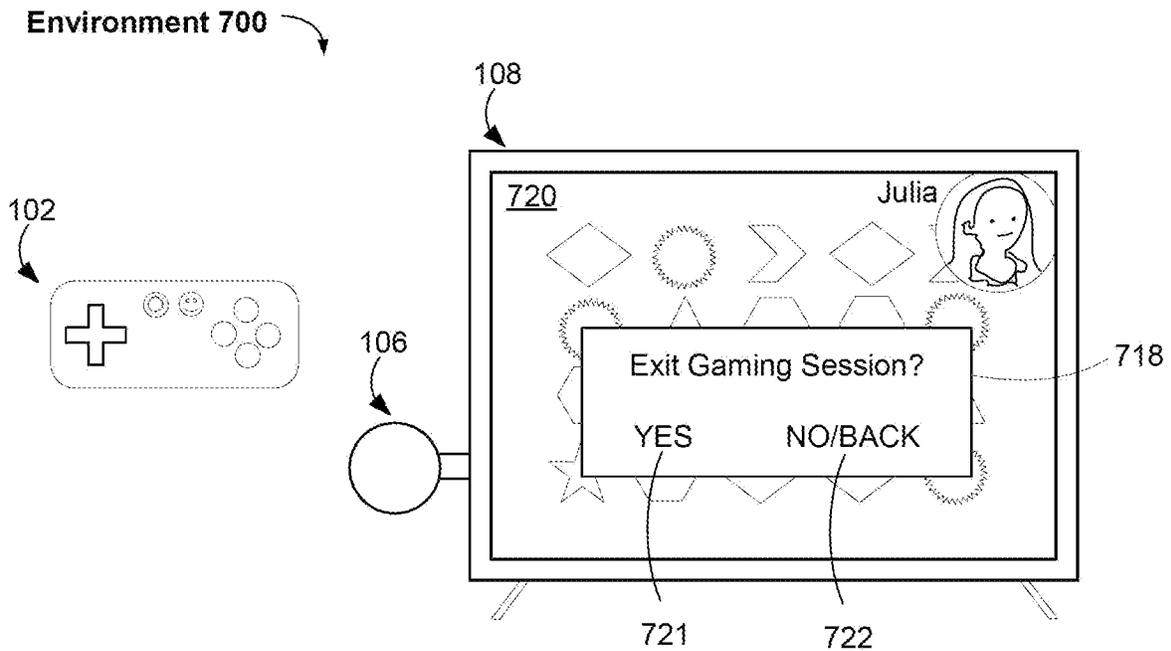


Figure 7B

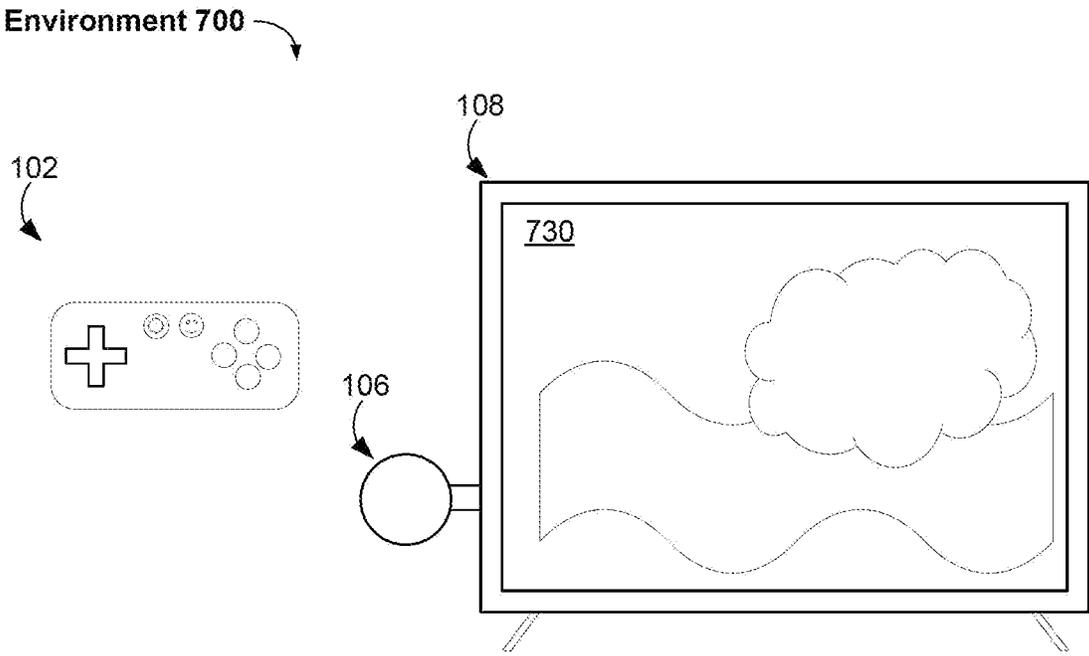


Figure 7C

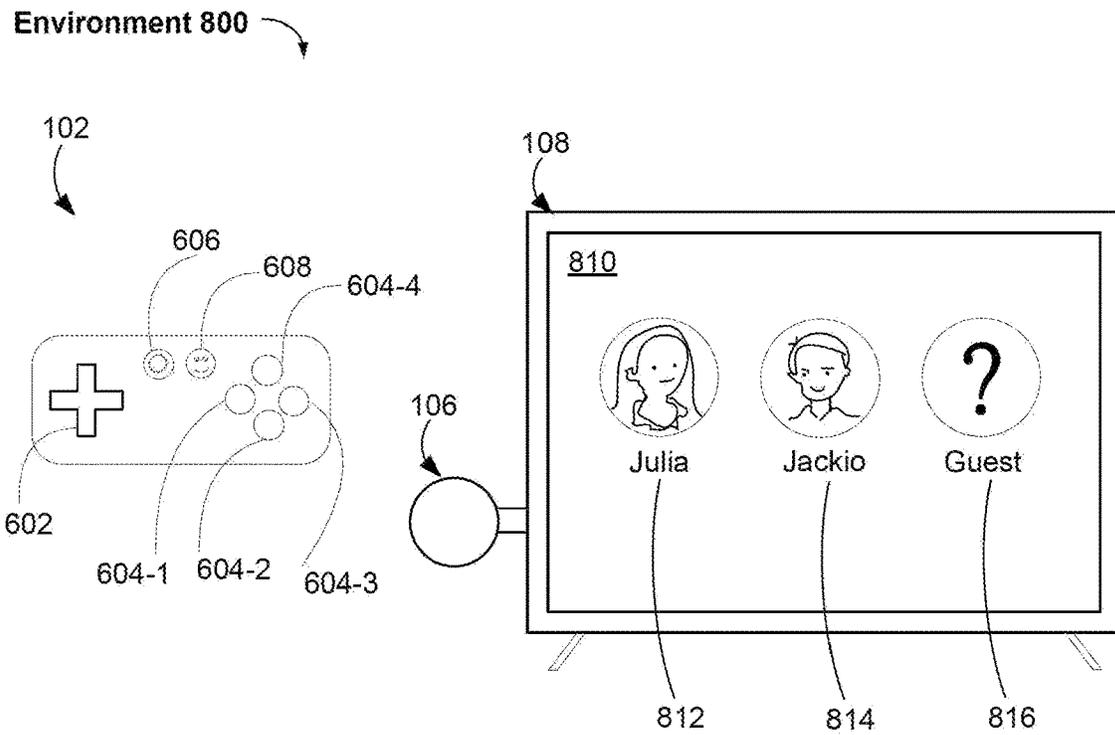


Figure 8A

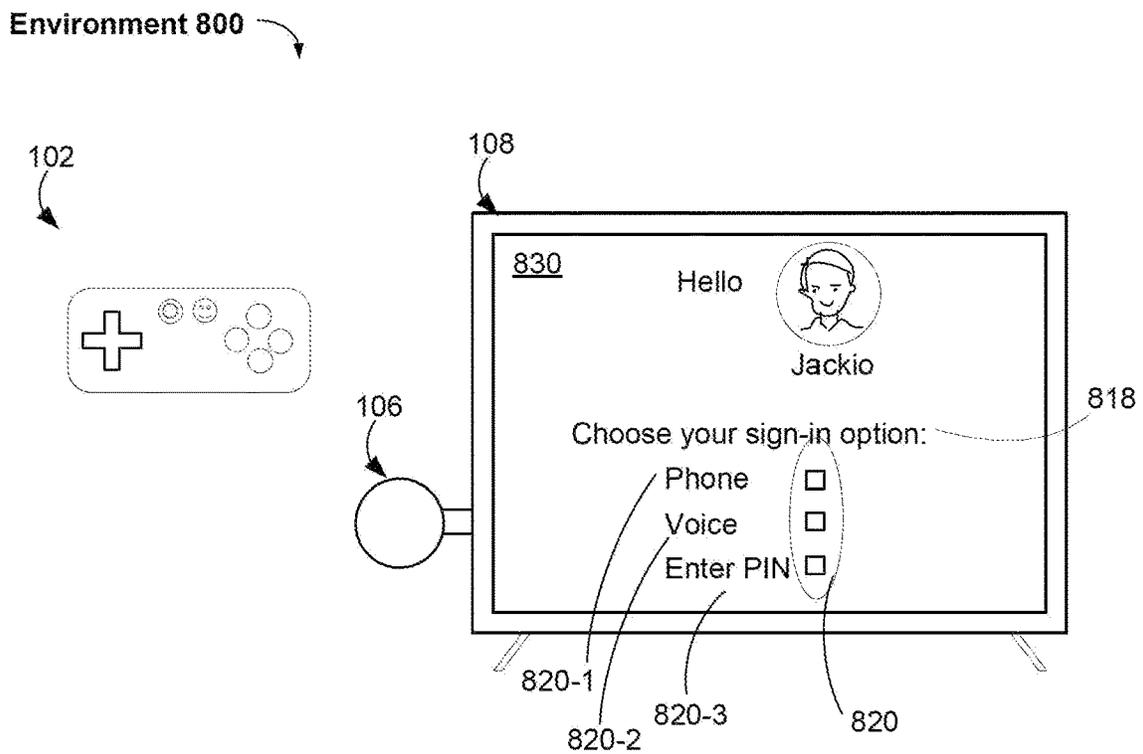


Figure 8B

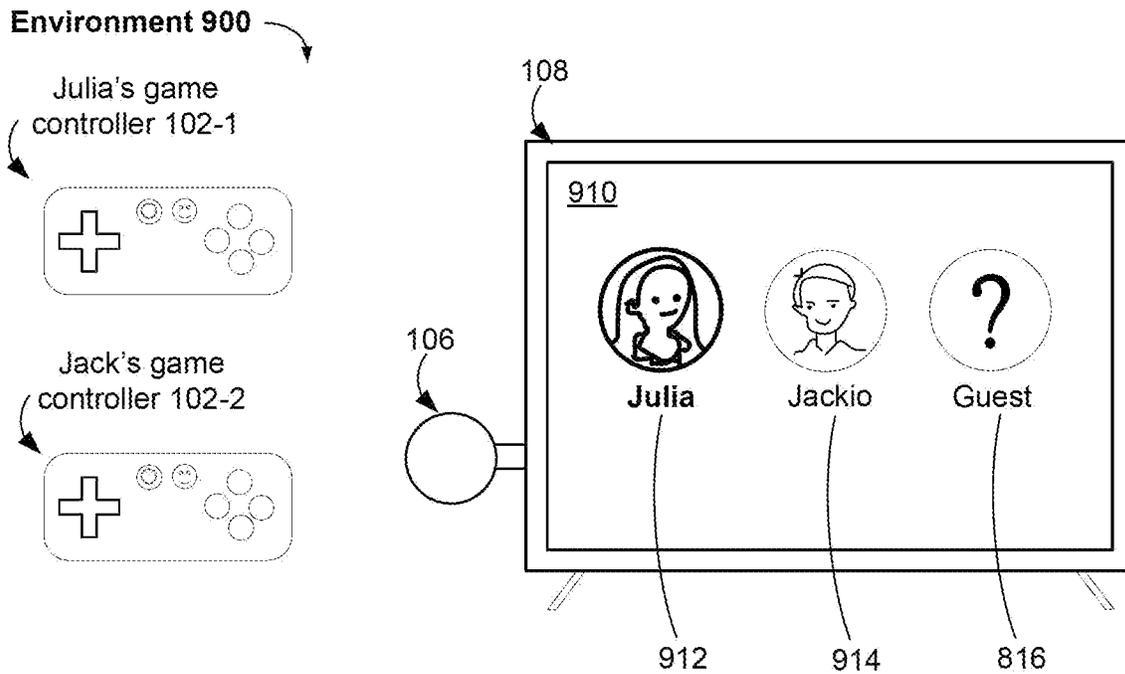


Figure 9A

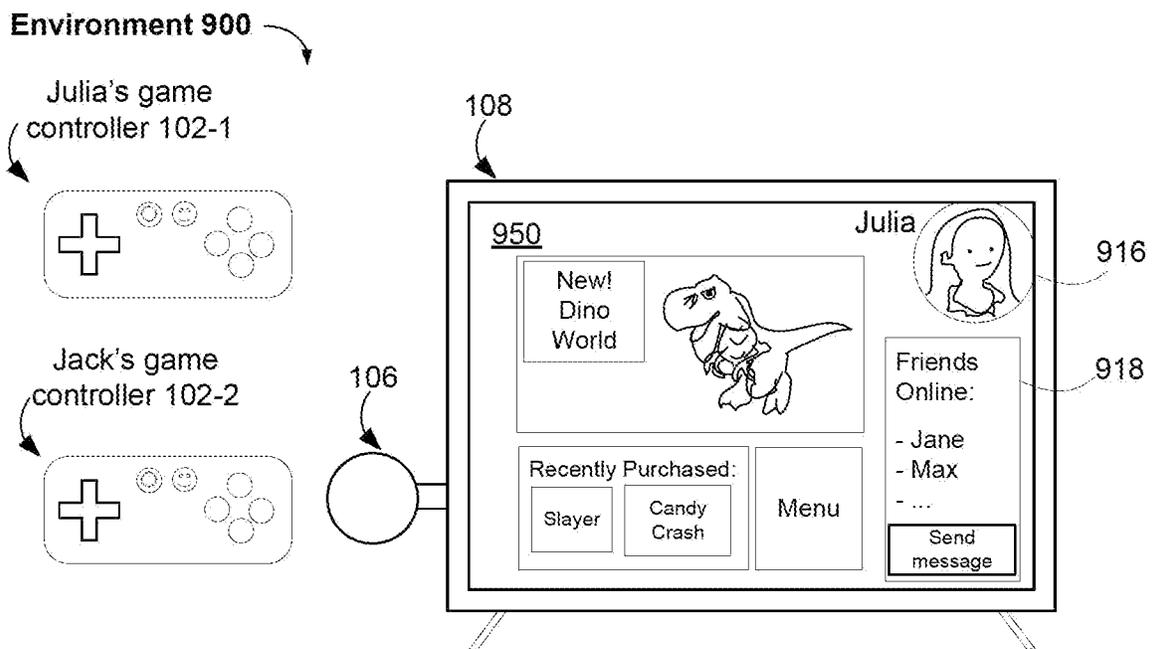


Figure 9B

Environment 900

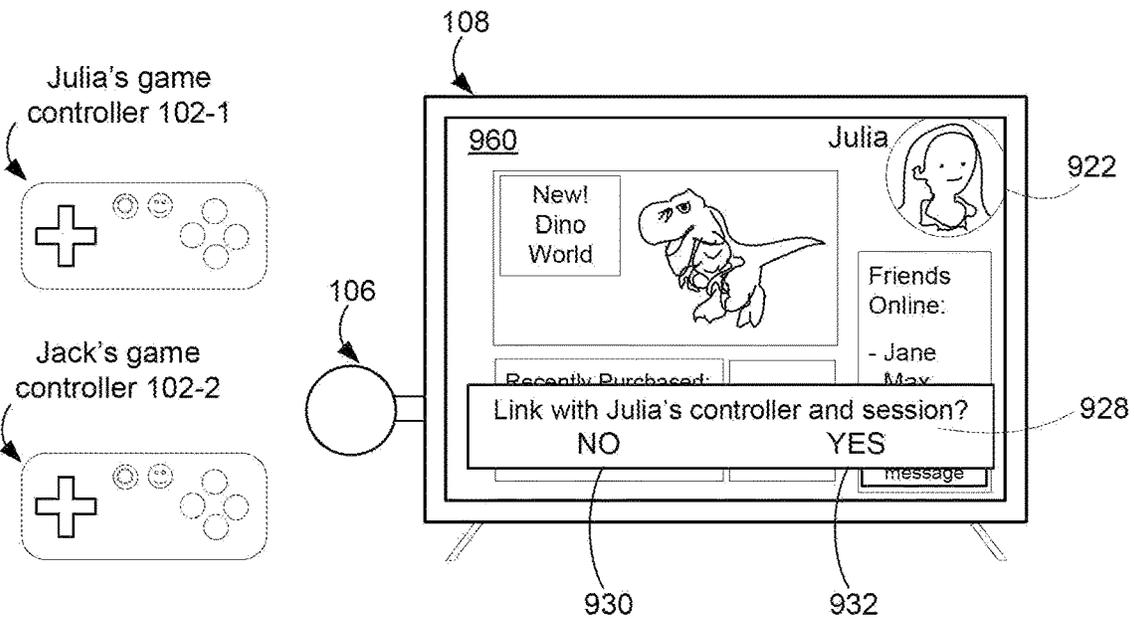


Figure 9C

Environment 900

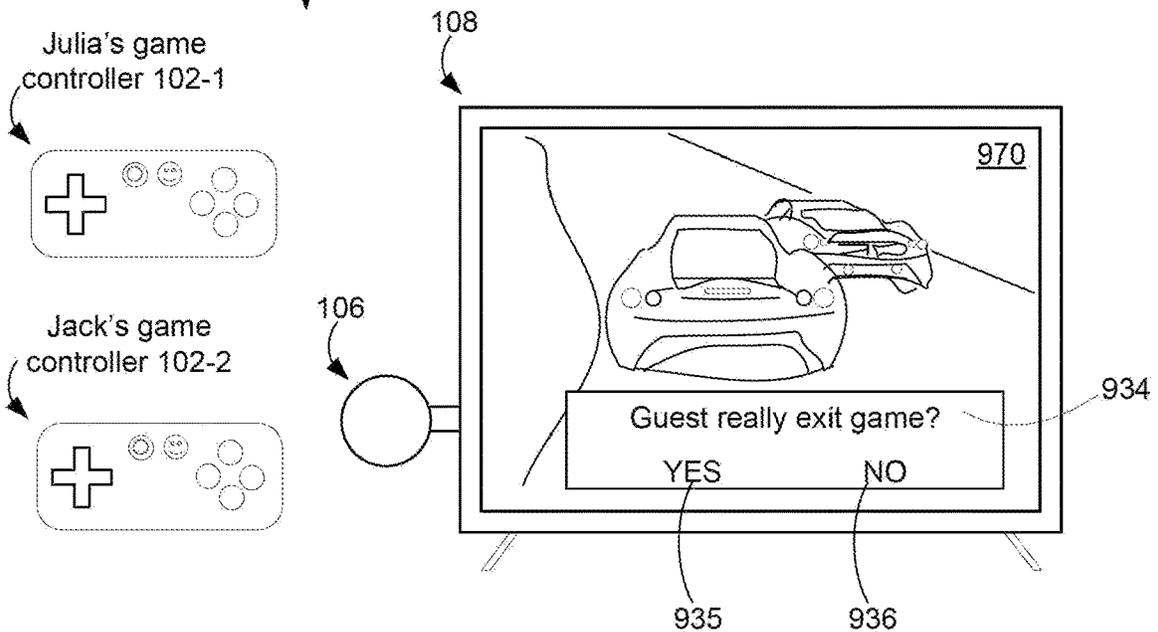


Figure 9D

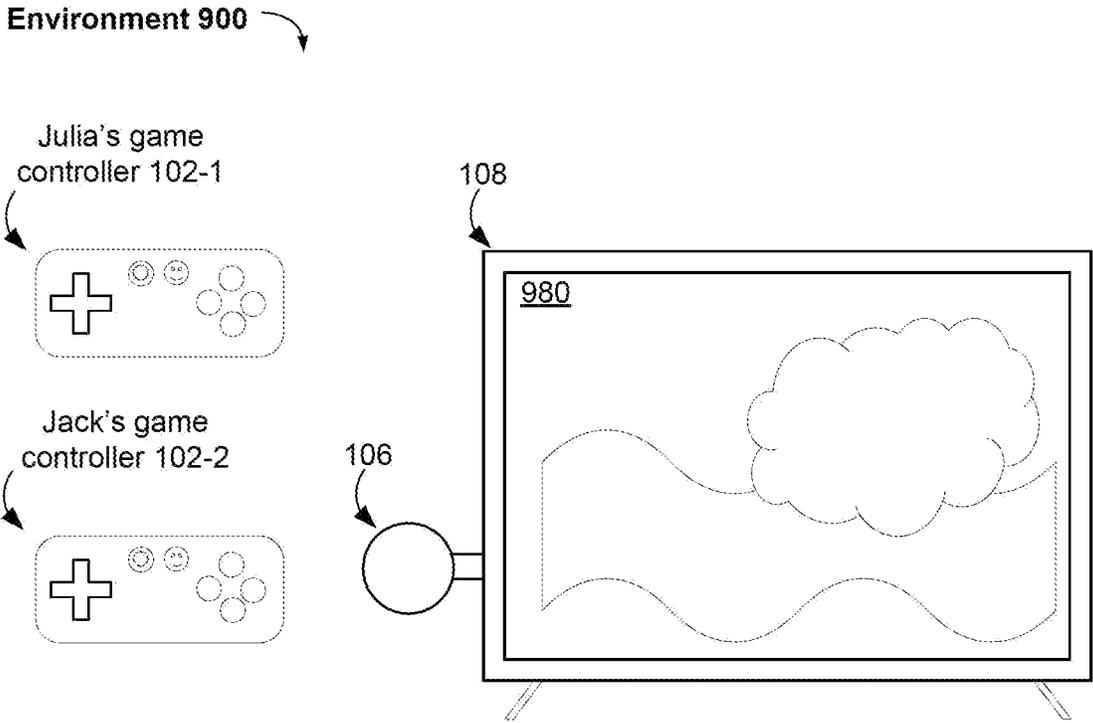


Figure 9E

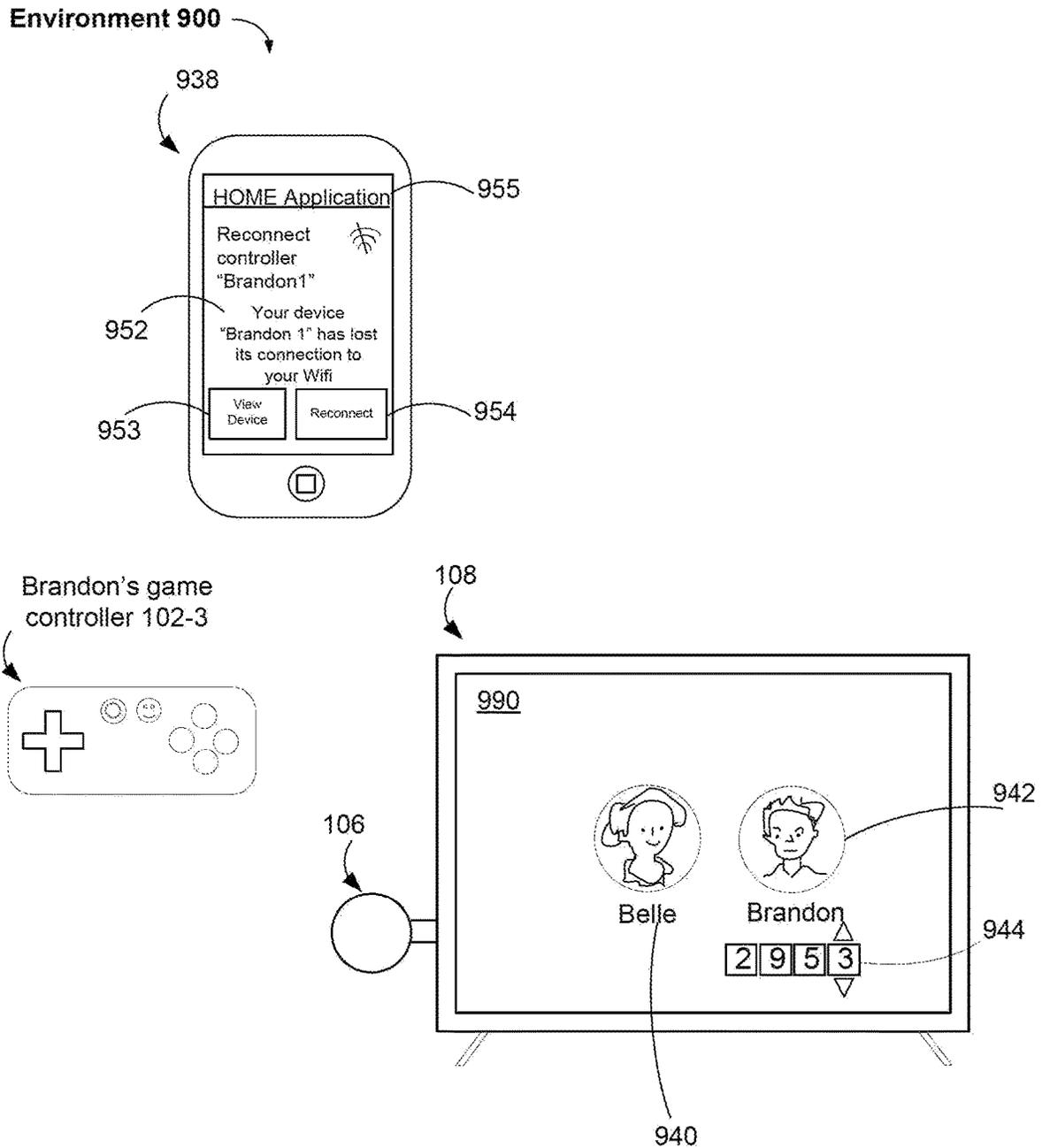


Figure 9F

Environment 1000

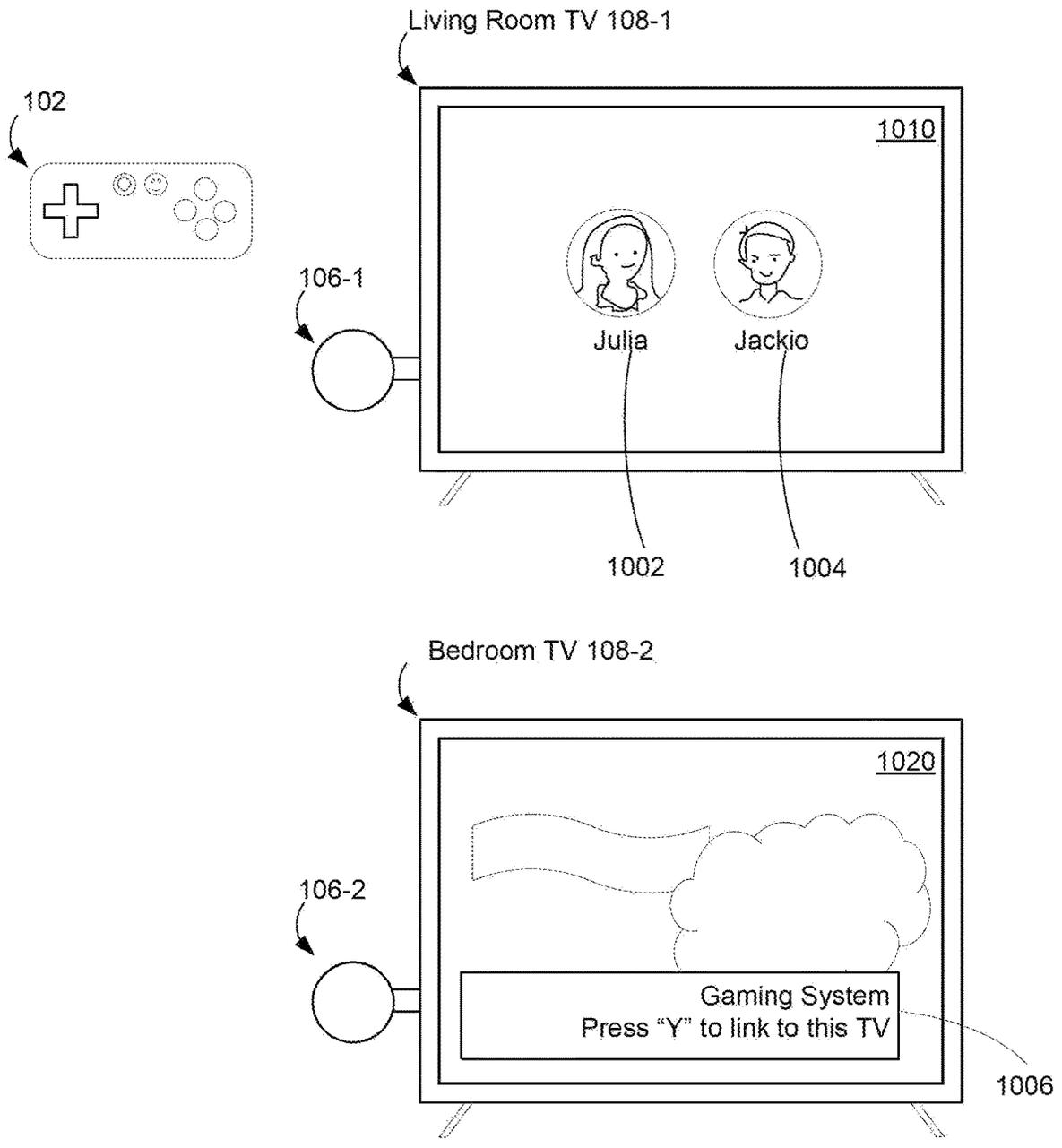


Figure 10A

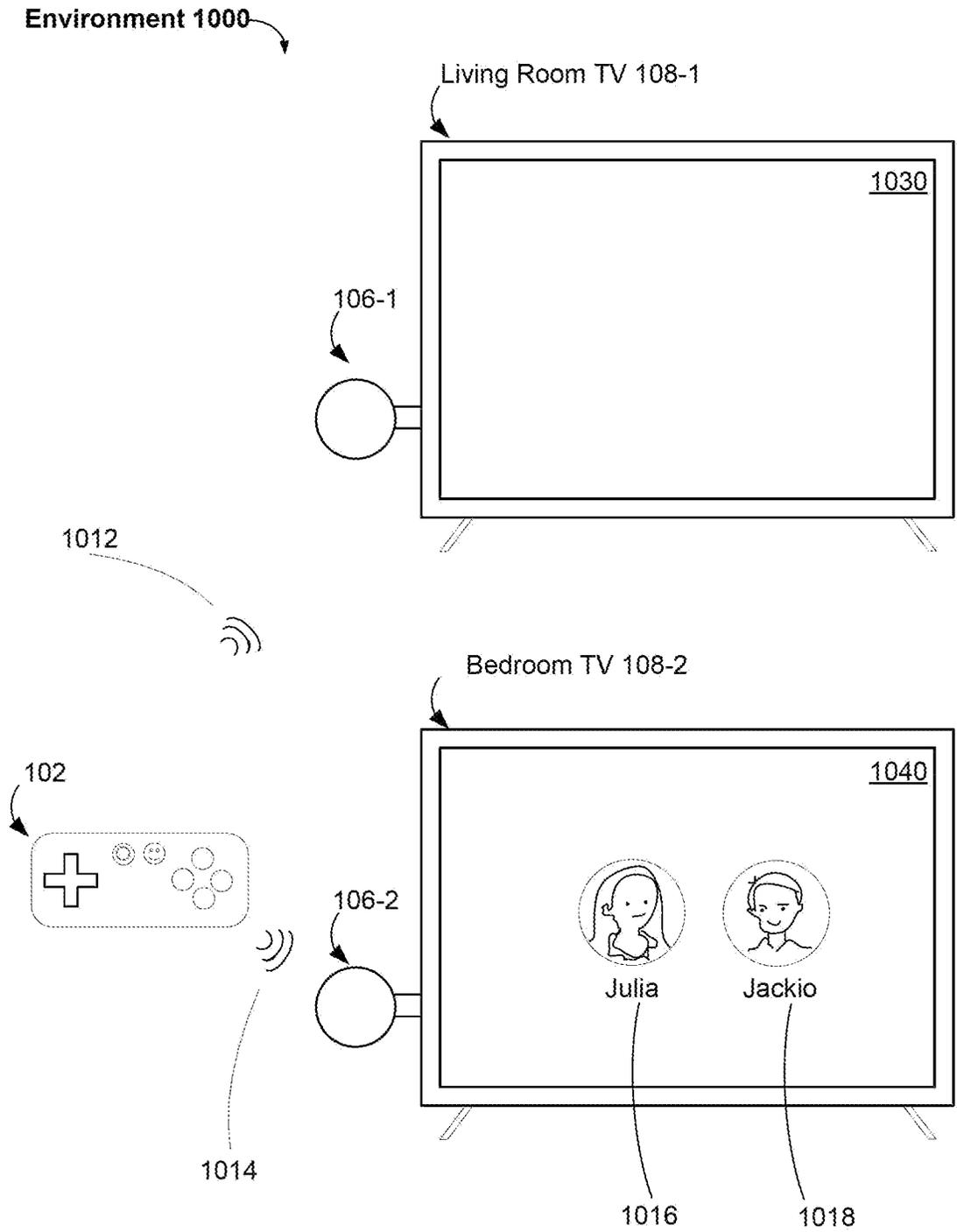


Figure 10B

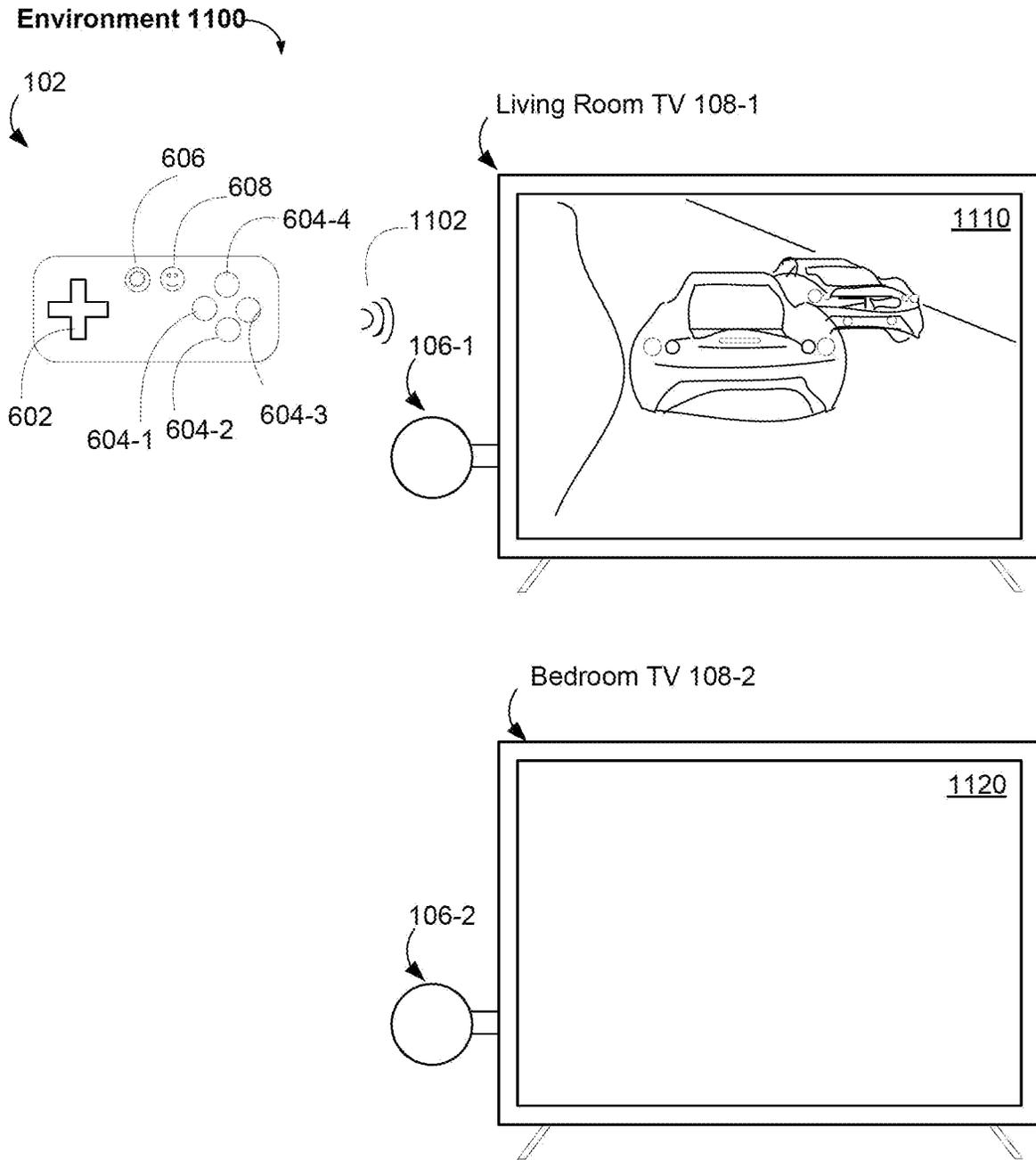


Figure 11A

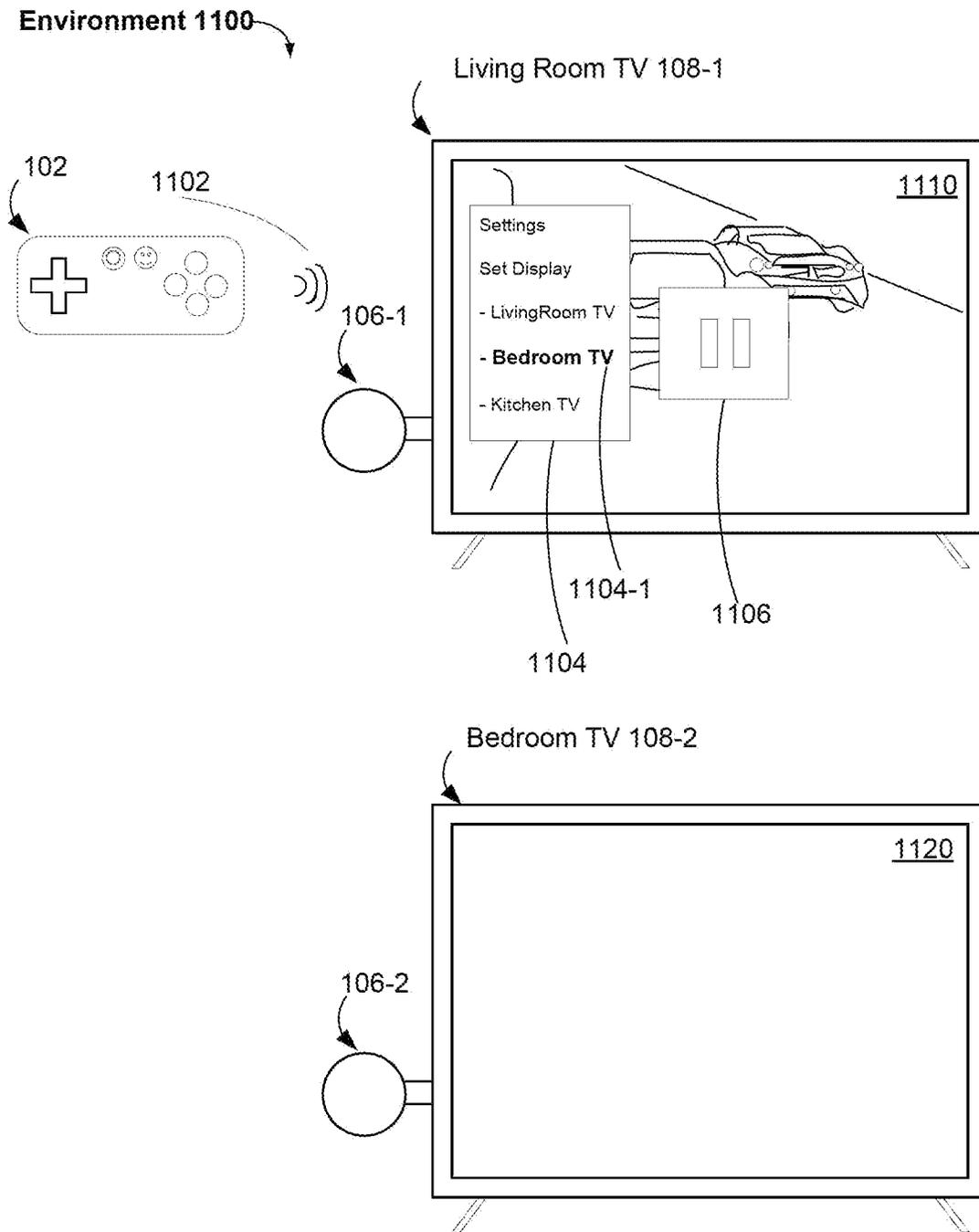


Figure 11B

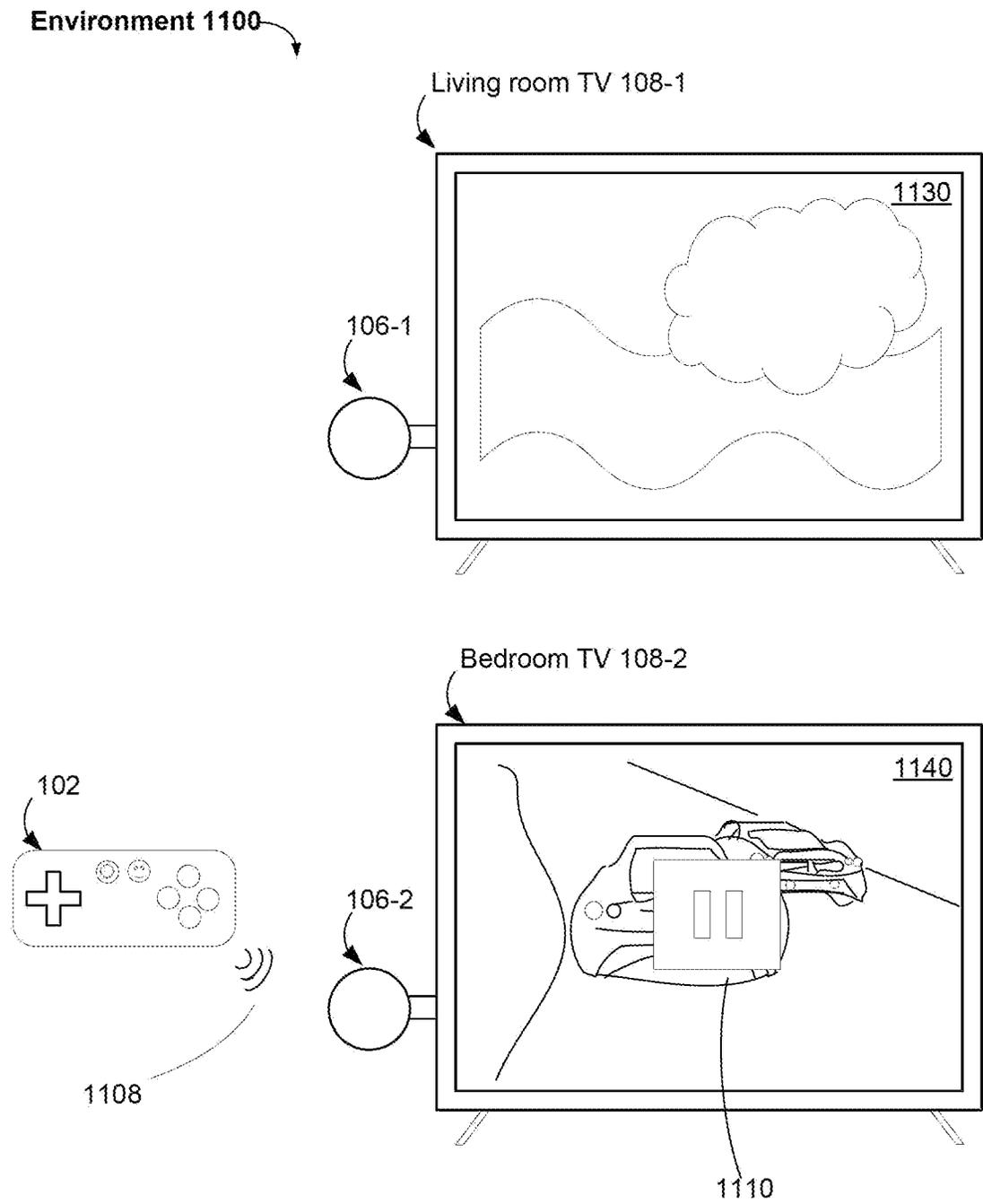


Figure 11C

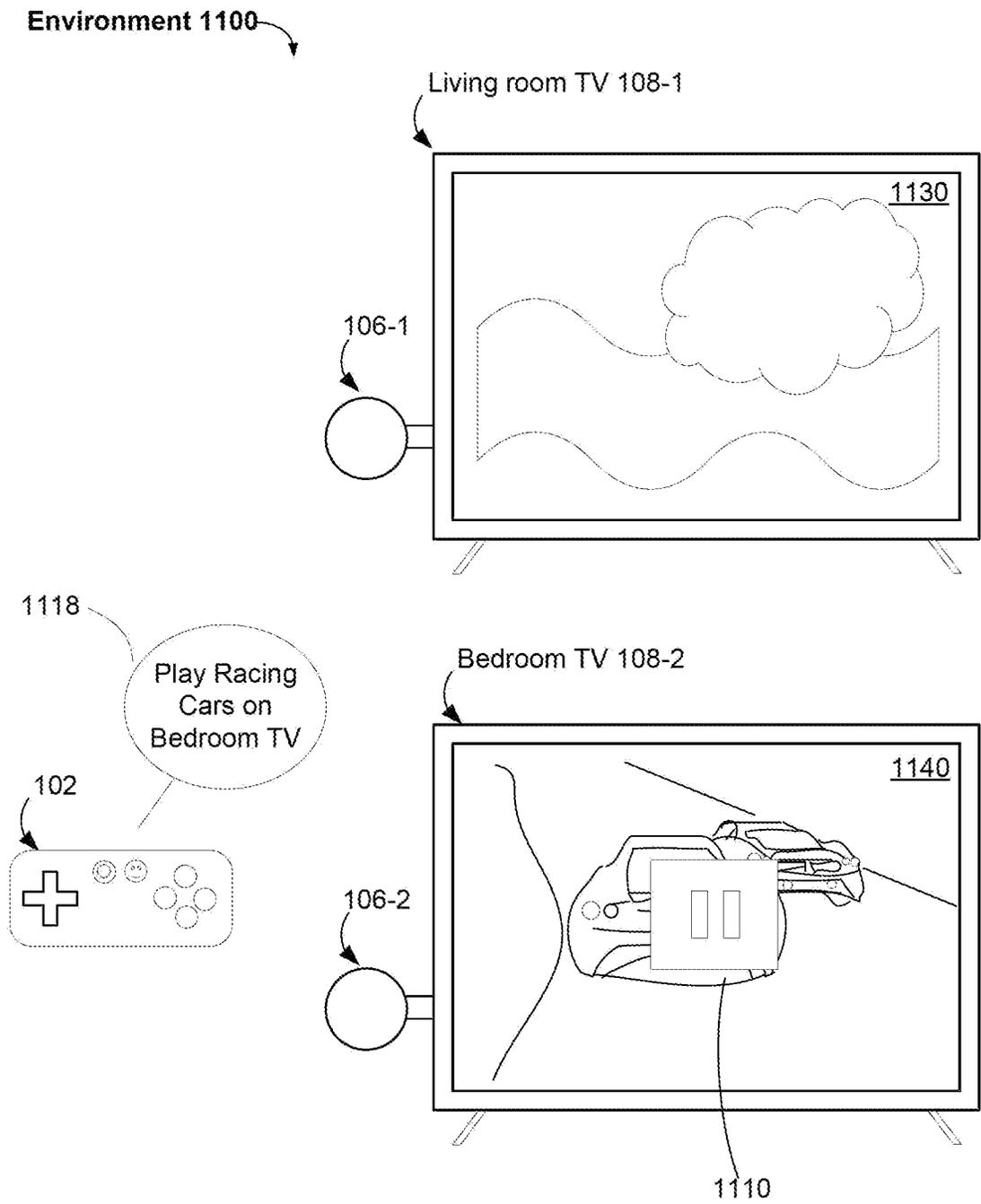


Figure 11D

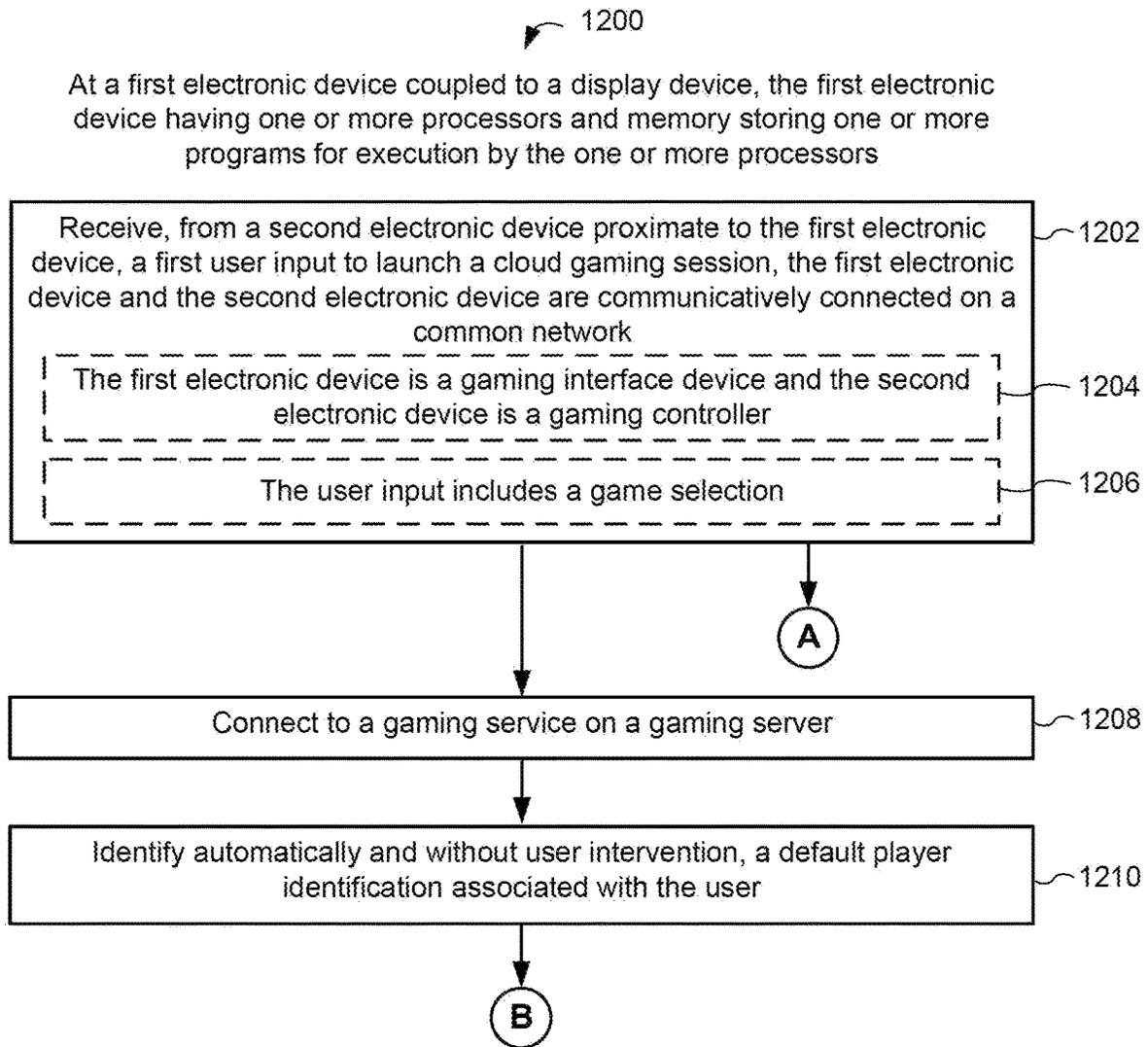


Figure 12A

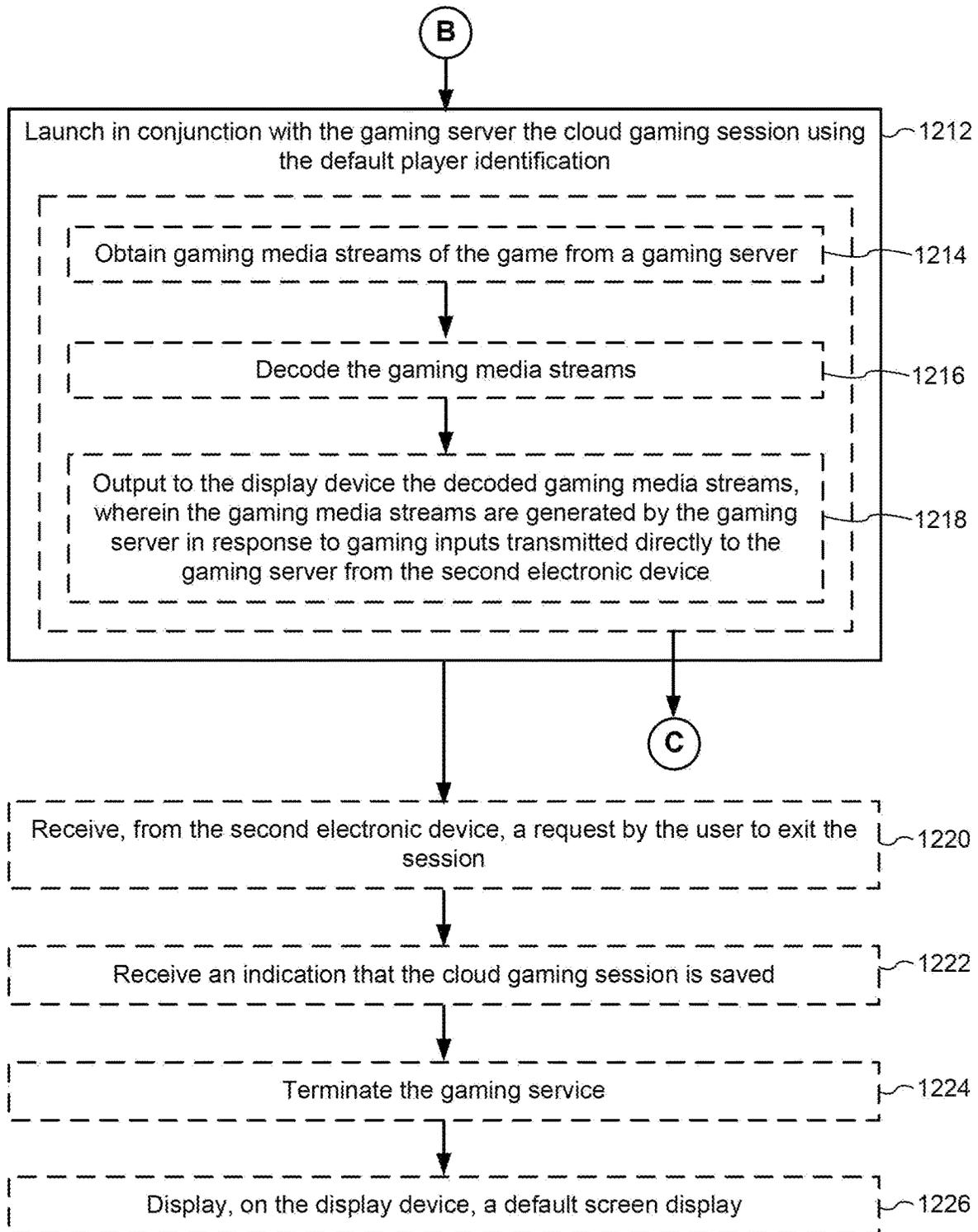


Figure 12B

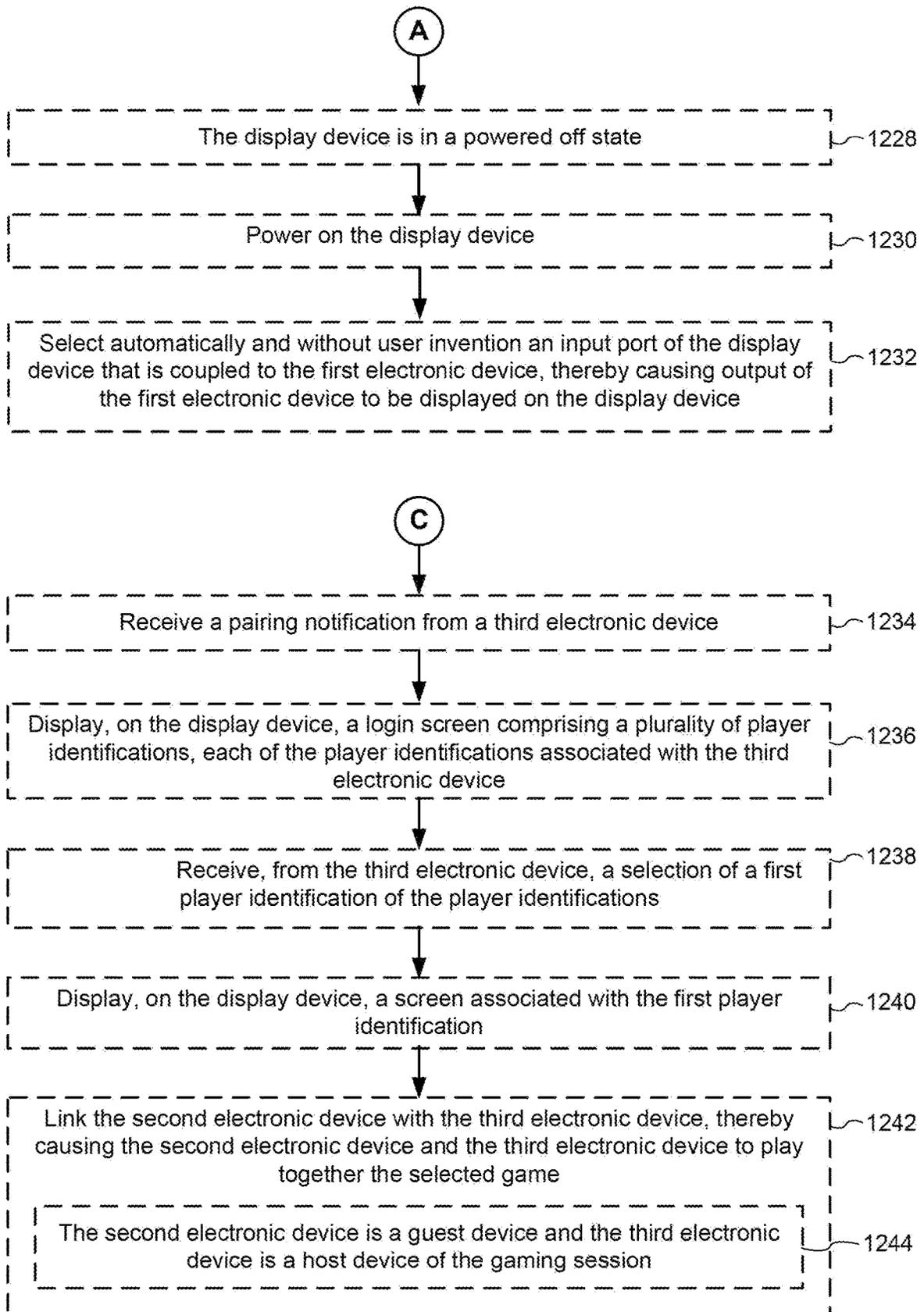


Figure 12C

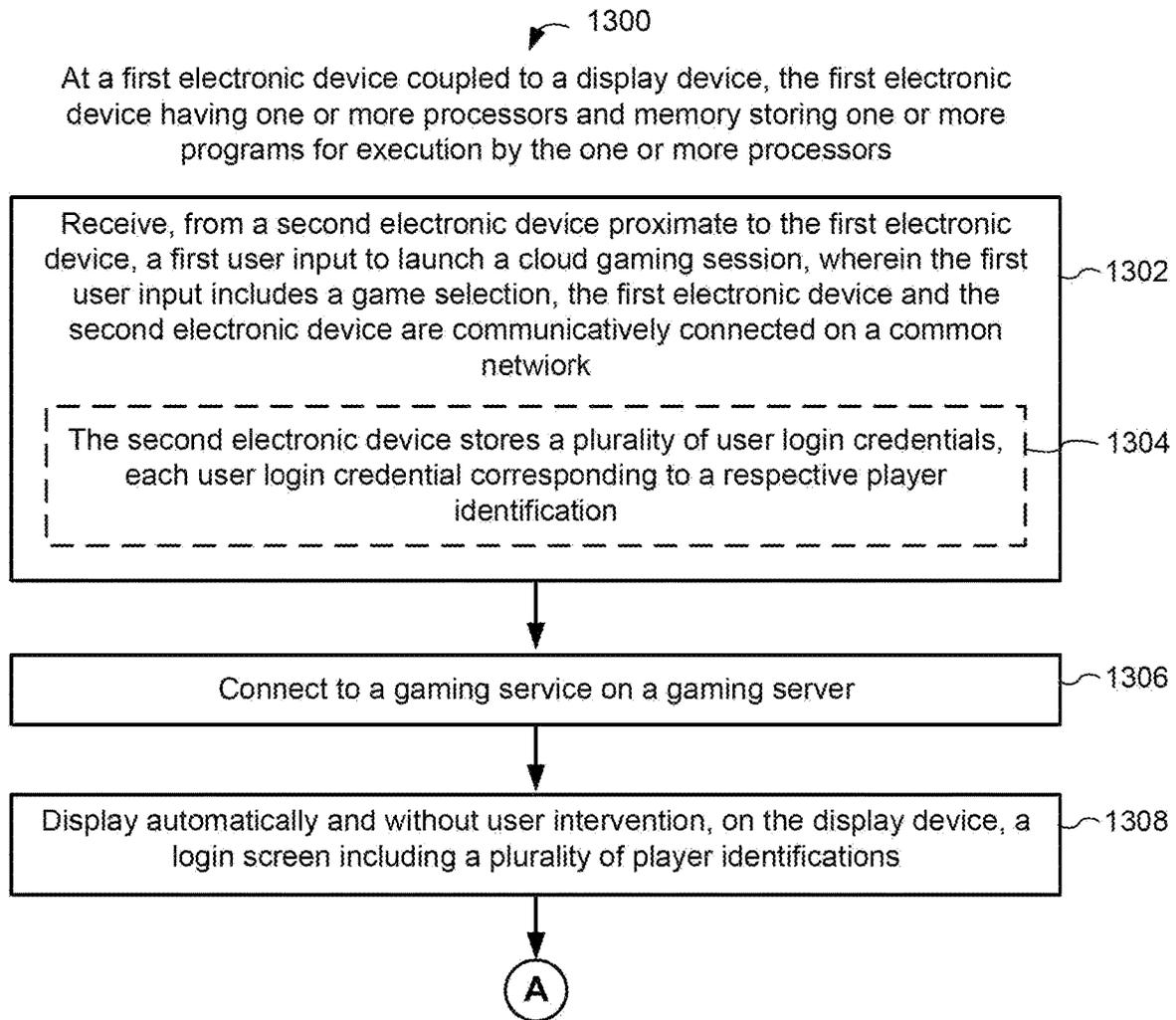


Figure 13A

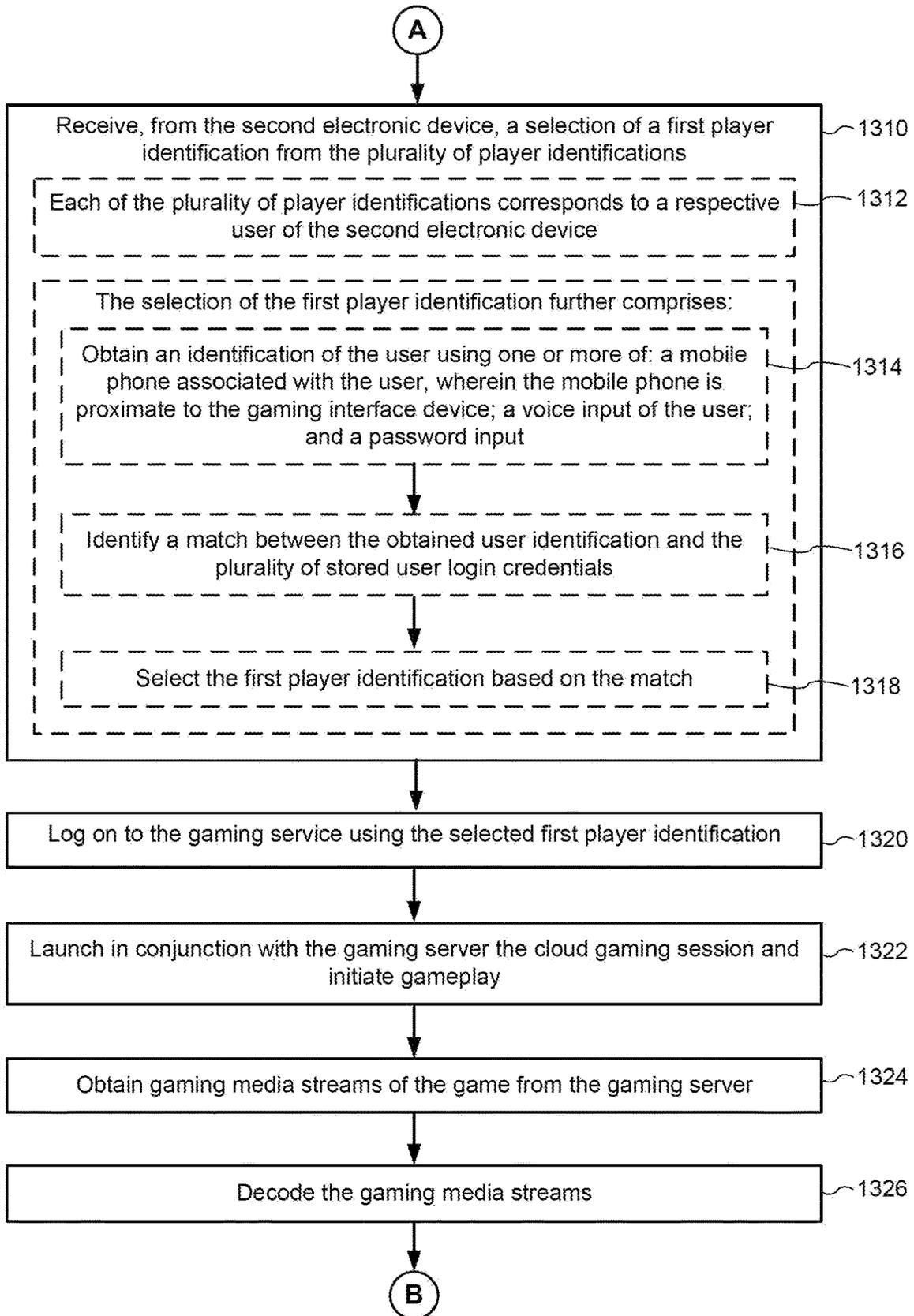


Figure 13B

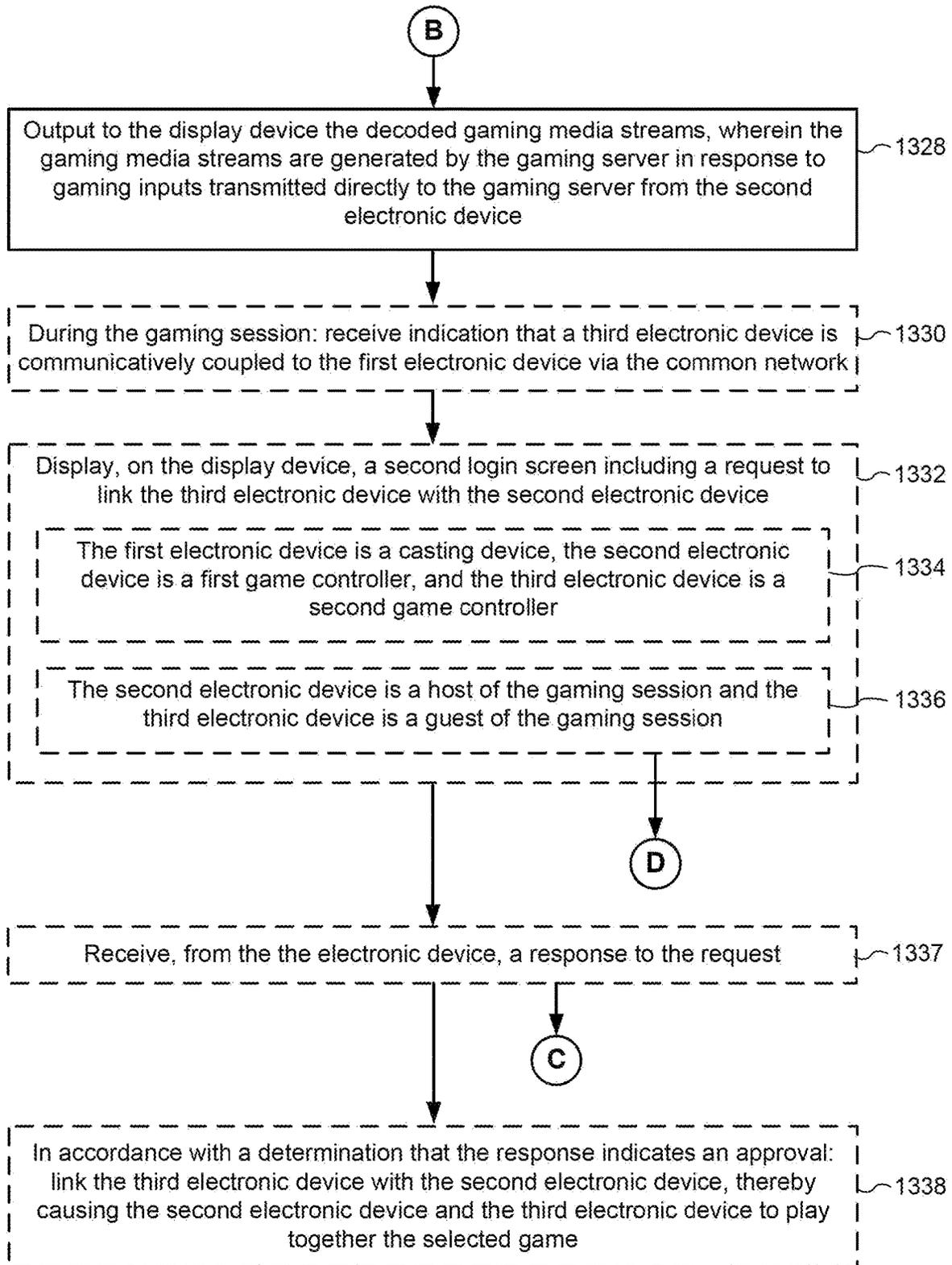


Figure 13C

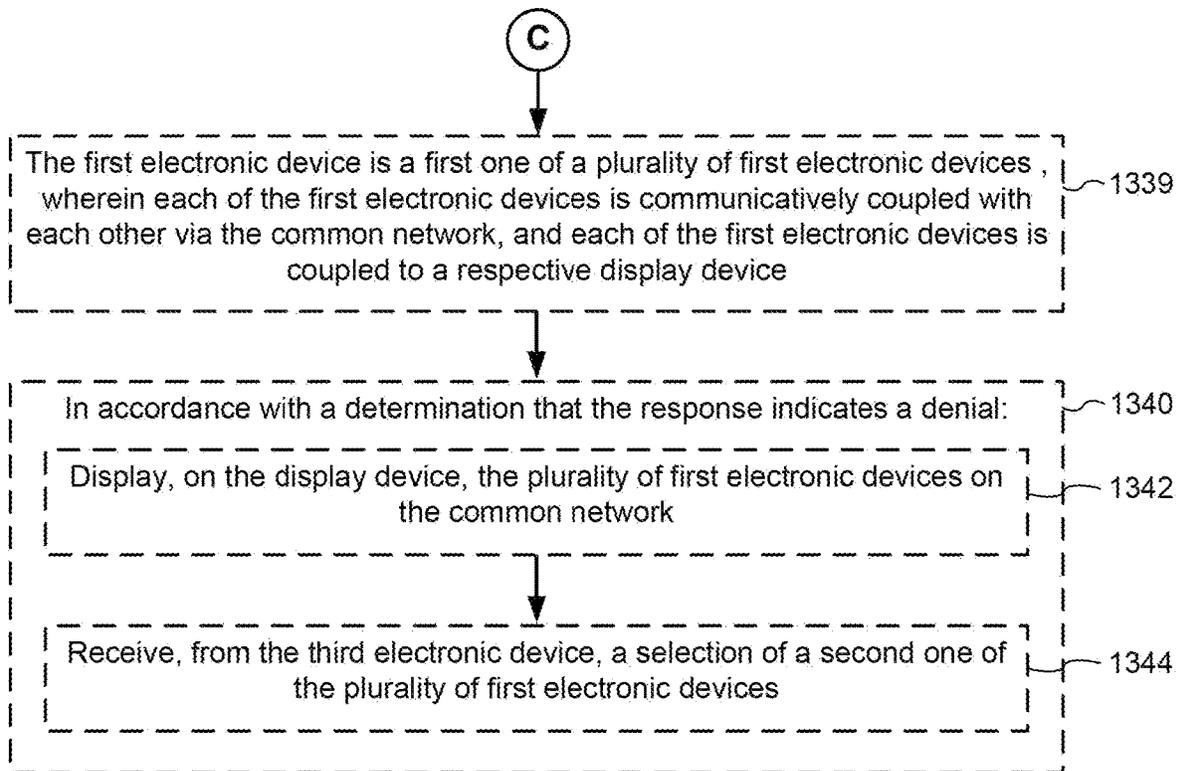


Figure 13D

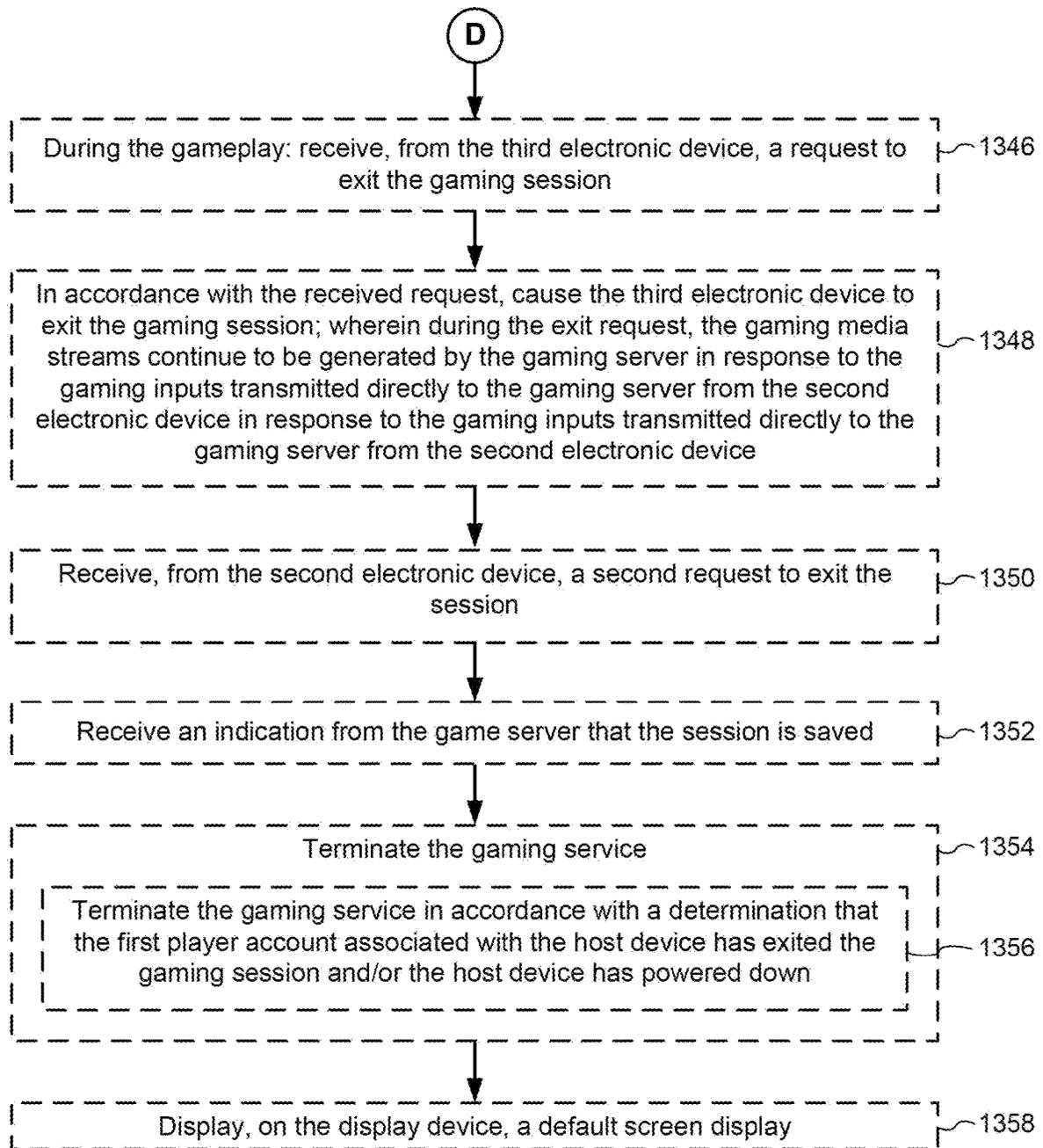


Figure 13E

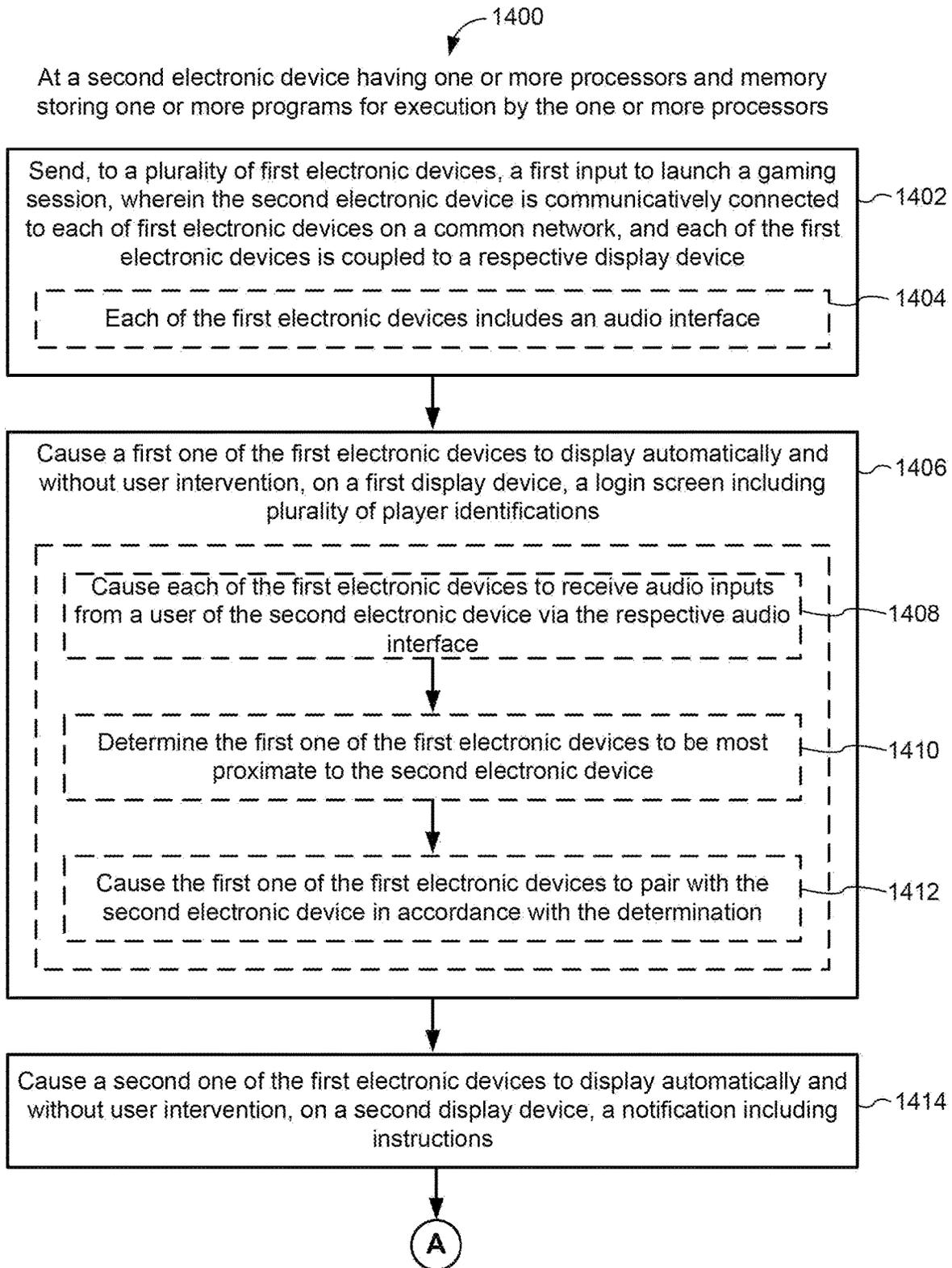


Figure 14A

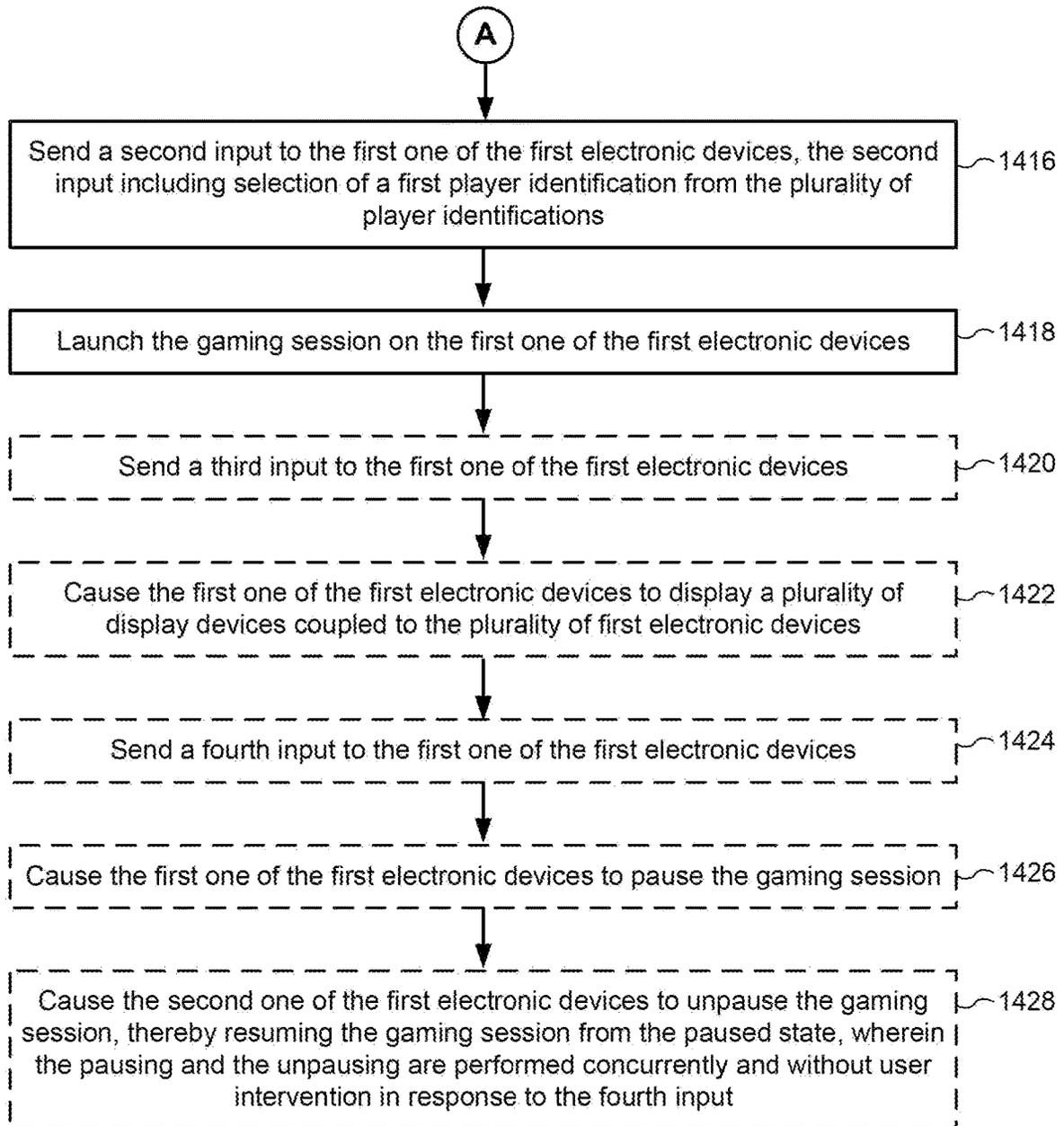


Figure 14B

## METHODS, DEVICES, AND SYSTEMS FOR INTERACTIVE CLOUD GAMING

### CROSS-REFERENCE TO RELATED APPLICATIONS

The present application is a continuation application of U.S. patent application Ser. No. 16/373,558, entitled “METHOD, DEVICES, AND SYSTEMS FOR INTERACTIVE CLOUD GAMING” and filed on Apr. 2, 2019, which is a continuation of and claims priority to PCT Application No. PCT/US2019/022472, titled “Methods, Devices, and Systems for Interactive Cloud Gaming,” filed Mar. 15, 2019, which claims priority to U.S. Provisional Application No. 62/651,542, titled “Methods, Devices, and Systems for Interactive Cloud Gaming,” filed Apr. 2, 2018, all of which are hereby incorporated by reference herein in their entirety.

### TECHNICAL FIELD

This relates generally to computer technology, including but not limited to devices, systems, and methods for interactive cloud gaming.

### BACKGROUND

Game consoles are a type of media display devices that are used for gaming and other entertainment. A group of users can gather at one space that is equipped with a game console and enjoy a movie that is streamed using the game console. For gaming applications, the game console typically supports several game controllers (e.g., up to five game controllers) which connect simultaneously to the game console for play. However, these game controllers and the game console have to be powered off individually, and set up again, when a user decides to move a gaming session to a different location (e.g., to a different room within the house or to a friend’s house). Further, because games need to be installed on the console’s hard drive before they can be played, the user has a limited number of game choices at any given time. Additionally, older game consoles may not have the processing capabilities to meet the demands that newer games require, requiring the user to have to constantly upgrade his game console. Thus, console-based gaming can be cumbersome, time-consuming, and expensive for a user.

Accordingly, there is a need for users to be able to experience high quality gaming without requiring significant time, cost, and effort. The users should also have the freedom to choose any game they would like to play, and the number of people that they would like to play the game with.

### SUMMARY

The various implementations described in this specification are directed to providing a gaming application platform that enables efficient and portable gaming experiences. Specifically, an interface device (e.g., a hardware dongle such as CHROMECAST by Google Inc.) hosting software that enables gaming is used for cloud gaming. The interface device interacts with a gaming server to access games, and streams, from the gaming server (e.g., at real-time), gaming media content (e.g., audio and/or visual content) for display on a display device (e.g., a TV) that is coupled to or integrated with the interface device. The interface device also communicates simultaneously with game controller(s) and/or electronic device(s) that enable online gaming.

In accordance with some implementations of this application, a cloud-enabled game controller that provides instant gameplay is used for gaming. The game controller communicates with the interface device on a local network (e.g., Wifi). The game controller transmits messages (e.g., game setup commands) to the interface device. During gameplay, the game controller transmits gaming inputs directly to the gaming server. Accordingly, the game controller operates as a portable and standalone device that obviates the need for a game console, making it easy and convenient to move from one location to another (e.g., within a home environment, a dormitory, an office, or between houses etc.).

In some implementations, the game controller stores multiple player credentials and/or multiple network credentials. The game controller can be used in many different locations and in a multi-player gaming setting.

Additionally, in some implementations, the interface device connects simultaneously (e.g., pairs with) with multiple game controllers and/or multiple electronic devices on the same network.

In some implementations, the game controller is identified by a device identification (e.g., game controller identification) and/or a client certificate, which gets associated with users of the game controller (e.g., during the setup process).

In some implementations, the interface device is identified by a device identification and/or a client certificate (e.g., interface device identification). In some implementations, the game controller stores an identifier of each interface device that it has communicatively connected to (e.g., paired with).

In some implementations, the game controller is used in a household. The game controller gets associated with the household and its users (e.g., members of the household) during setup (e.g., the provisioning process). In some implementations, an application (e.g., GOOGLE Home app) that enables cloud gaming is used to provision the game controller. In some implementations, the household and its users are identified by credentials which are verified to enable access to purchased games and other entitlements through the gaming server.

In some implementations, the game controller receives voice inputs (e.g., commands) from the player, and processes and/or transmits the voice inputs.

In some implementations, the game controller includes a headset that is plugged into the game controller. Audio inputs are sent to the game controller (e.g., via the headset).

Thus, by combining various advanced technologies of interface devices, game controllers, and cloud gaming servers as disclosed herein, gaming experience can be expanded from gameplay by users gathered in one space to online interactive gameplay by multiple players (e.g., hundreds or thousands) at different venues. Furthermore, since the user has access to cloud-gaming services and resources including large cloud-managed libraries of content, rendering, encoding, and streaming resources, s/he is no longer bound by the storage and processing capabilities of the game console.

In one aspect, some implementations include an interface device (e.g., a gaming interface device) that comprises one or more processors and memory storing one or more programs for execution by the one or more processors, the one or more programs including an application (e.g., gaming application and streaming application). The interface device includes a communication module for receiving and/or transmitting messages and media streams between the interface device and a game controller, and between the interface device and a gaming server that is remote from the interface device. The interface device further includes an output

module configured to provide output of the application to an input of a display device coupled to or integrated with the interface device. The application is configured to implement a first mode (e.g., menu mode) in which the interface device processes and displays outputs associated with substantially all messages transmitted by the game controller. The application (e.g., gaming application) is further configured to implement a second mode (e.g., gameplay mode) in which the interface device processes and displays a predefined subset of messages from the game controller, and displays gaming media streams (e.g., streaming application) transmitted by the gaming server. In some implementations, the communication module can be one or more of a radio transmission module, a communication bus, and a wired connection. In some implementations, the game controller is proximate to the interface device. In some implementations, the output module comprises an output port that is configured to provide (e.g., transmit) output of the application to an input port of the display device that is coupled to or integrated with the interface device. In some implementations, the application is further configured to decode and output to the display device the gaming media streams transmitted by the gaming server. In some implementations, the gaming media streams are displayed in real time. In some implementations, the streams are generated by the gaming server to indicate gameplay state of a gaming session. In some implementations, in the second mode the interface device disregards most commands from the game controller (e.g., only commands from a quick menu press button on the game controller are sent to the interface device).

In another aspect, some implementations include a game controller that comprises one or more processors and memory storing one or more programs for execution by the one or more processors, the one or more programs including an application. The game controller includes a communication module for receiving and/or transmitting messages and media streams between the game controller and an interface device, and between the game controller and a gaming server that is remote from the game controller. The application is being configured to implement a first mode (e.g., menu mode) in which the game controller transmits gaming setup commands to the interface device. The application is further being configured to implement a second mode (e.g., gameplay mode) in which the game controller transmits gameplay commands to the gaming server and a predefined subset of the gaming setup commands to the interface device. In some implementations, the interface device is proximate to the game controller. In some implementations, the game controller and the interface device are connected on the same local network, and the game controller transmits the gaming setup commands to the interface device over the same local network. In some implementations, the game controller stores multiple user credentials and multiple network credentials. In some implementations, the communication module can be one or more of a radio transmission module, a communication bus, and a wired connection.

In one aspect, some implementations include a method for cloud gaming performed at a gaming system. The gaming system comprises an interface device, a game controller, and a gaming server remote from the interface device and the game controller. Each of the interface device, the game controller, and the gaming server includes one or more processors and memory storing one or more programs for execution by the one or more processors. The method comprises, at the interface device: (1) receiving, from the game controller, a selection of a game; (2) processing and

displaying automatically and without user intervention, in a first mode (e.g., menu mode), outputs associated with substantially all messages transmitted by the game controller; and (3) processing and displaying automatically and without user intervention, in a second mode (e.g., gameplay mode), a predefined subset of messages from the game controller and displaying in real time gaming media streams of the game transmitted by the gaming server; wherein the displaying comprises displaying on a display device coupled to or integrated with the interface device. The method also comprises, at the game controller: (4) transmitting, in the first mode, controller commands (e.g., gaming setup commands) to the interface device; and (5) transmitting, in the second mode, gameplay commands to the gaming server and a predefined subset of the controller commands to the interface device. The method further comprises, at the gaming server, for a respective game: (6) receiving the gameplay commands from the game controller; (7) rendering a respective frame of content of the game in accordance with a respective subset of one or more of the received commands; and (8) transmitting, in real time to the interface device, the gaming media streams of the game including the respective rendered frame. In some implementations, the game controller is proximate to the interface device

In one aspect, some implementations include a gaming method performed at a first electronic device (e.g., an interface device) that is coupled to or integrated with a display device (e.g., a TV) and having one or more processors and memory storing one or more programs for execution by the one or more processors. The method includes: (1) receiving, from a second electronic device (e.g., a game controller), a first user input (e.g., the user selects a button on the game controller) to launch a cloud gaming session; in response to receiving the first user input: (2A) connecting to a gaming service on a gaming server; (2B) identifying automatically and without user intervention, a default player identification (e.g., the identification is associated with a player or household account) associated with the user; and (2C) launching in conjunction with the gaming server the cloud gaming session using the default player identification. In some implementations, the first electronic device and the second electronic device are proximate to each other. In some implementations, the first electronic device and the second electronic device are communicatively connected. In some implementations, the first electronic device and the second electronic device are on a common network (e.g., wired or Wifi). In some implementations, the second electronic device automatically connects to the Wifi network after powering on and automatically pairs with the first (e.g., default) electronic device. In some implementations, the game controller stores a default gamer (e.g., user) identification.

In another aspect, some implementations include a method for cloud gaming performed at a first electronic device (e.g., an interface device) coupled to or integrated with a display device (e.g., TV), the first electronic device having one or more processors and memory storing one or more programs for execution by the one or more processors. The method includes: (1) receiving, from a second electronic device (e.g., a game controller), a first user input (e.g., the user selects a button on the game controller) to launch a cloud gaming session, wherein the first user input includes a game selection; in response to the received input: (2) connecting to a gaming service on a gaming server; (3) displaying automatically and without user intervention, on the display device, a login screen including a plurality of player identifications (e.g., user/gamer names and/or avatars

5

representing the players); (4) receiving, from the second electronic device, a selection of a first player identification from the plurality of player identifications; (5) logging on to the gaming service using the selected first player identification; and (6) launching in conjunction with the gaming server the cloud gaming session and initiating gameplay, including: (6A) obtaining gaming media streams of the game from the gaming server; (6B) decoding the gaming media streams; and (6C) outputting to the display device the decoded gaming media streams, wherein the gaming media streams are generated by the gaming server in response to gaming inputs transmitted directly to the gaming server from the second electronic device. The first electronic device and the second electronic device are communicatively connected. In some implementations, the first electronic device and the second electronic device are on a common network. In some implementations, the first electronic device and the second electronic device are proximate to each other. In some implementations, the method includes a security mode that requires the user to verify his/her identification (e.g., using a voice input or entering a password) before logging on to the gaming service using the selected first player identification. In some implementations, the method includes multiple second electronic devices, each storing at least one player identification.

In yet another aspect, some implementations include a method for cloud gaming performed at a second electronic device (e.g., a game controller) having one or more processors and memory storing one or more programs for execution by the one or more processors. The method includes: (1) sending, to a plurality of first electronic devices (e.g., interface devices), a first input to launch a gaming session, wherein the second electronic device is communicatively connected to each of first electronic devices, and each of the first electronic devices is coupled to or integrated with a respective display device; in response to the first input: (2) causing a first one of the first electronic devices to display automatically and without user intervention, on a first display device, a login screen including plurality of player identifications; and (3) causing a second one of the first electronic devices to display automatically and without user intervention, on a second display device, a notification including instructions; (4) sending a second input to the first one of the first electronic devices, the second input including selection of a first player identification from the plurality of player identifications; in response to the second input: (5) launching the gaming session on the first one of the first electronic devices. In some implementations, the first one and the second one of the first electronic devices are located in different areas of the same premise (e.g., the living room and the bedroom of a home environment). In some implementations, the first one of the second electronic devices is a default second electronic device. In some implementations, the first one of the second electronic devices is the device that was most recently used. In some implementations, the second electronic device and each of first electronic devices are on a common network.

In yet another aspect, some implementations include a computing system including one or more processors and memory coupled to the one or more processors, the memory storing one or more programs configured to be executed by the one or more processors, the one or more programs including instructions for performing any of the methods described herein.

In yet another aspect, some implementations include a non-transitory computer-readable storage medium storing one or more programs for execution by one or more pro-

6

cessors of a computing system, the one or more programs including instructions for performing any of the methods described herein.

Other embodiments and advantages may be apparent to those skilled in the art in light of the descriptions and drawings in this specification.

#### BRIEF DESCRIPTION OF THE DRAWINGS

For a better understanding of the various described implementations, reference should be made to the Description of Implementations below, in conjunction with the following drawings in which like reference numerals refer to corresponding parts throughout the figures.

FIG. 1A is an example gaming environment, in accordance with some implementations.

FIG. 1B is another example gaming environment, in accordance with some implementations.

FIG. 1C is yet another example gaming environment, in accordance with some implementations.

FIG. 1D is yet another example gaming environment, in accordance with some implementations.

FIG. 2A illustrates an example operation sequence to launch a gaming portal user interface (UI).

FIG. 2B illustrates an example operation sequence to launch a game session.

FIG. 3 is a block diagram illustrating a representative game controller, in accordance with some implementations.

FIG. 4 is a block diagram illustrating a representative interface device, in accordance with some implementations.

FIG. 5 is a block diagram illustrating a representative server system, in accordance with some implementations.

FIGS. 6A to 6C illustrate an exemplary process for setting up and provisioning the game controller of FIG. 3, in accordance with some implementations.

FIGS. 7A to 7C illustrate exemplary interaction between the game controller and the interface device, in accordance with some implementations.

FIGS. 8A to 8B illustrates another exemplary interaction between the game controller and the interface device, in accordance with some implementations.

FIGS. 9A to 9F illustrate exemplary interaction between two game controllers and the interface device, in accordance with some implementations.

FIGS. 10A to 10B illustrate exemplary interaction between the game controller 102 and two interface devices, in accordance with some implementations.

FIGS. 11A to 11D illustrate another exemplary interaction between the game controller 102 and two interface devices, in accordance with some implementations.

FIGS. 12A to 12C are flowchart representations of a method for cloud gaming, in accordance with some implementations.

FIG. 13A to 13E are another flowchart representations of a method for cloud gaming, in accordance with some implementations.

FIGS. 14A to 14B are yet another flowchart representations of a method for cloud gaming, in accordance with some implementations.

Like reference numerals refer to corresponding parts throughout the several views of the drawings.

#### DESCRIPTION OF IMPLEMENTATIONS

Reference will now be made in detail to implementations, examples of which are illustrated in the accompanying drawings. In the following detailed description, numerous

specific details are set forth in order to provide a thorough understanding of the various described implementations. However, it will be apparent to one of ordinary skill in the art that the various described implementations may be practiced without these specific details. In other instances, well-known methods, procedures, components, and networks have not been described in detail so as not to unnecessarily obscure aspects of the implementations.

Display interface devices (referred to herein as “interface devices,” “streaming devices,” or “casting devices”), such as Google’s CHROMECAST device, can be used to stream media content to a coupled display from a local or remote media source (such as an Internet-connected media service or a local digital video recorder (DVR)). Interface devices can display on a coupled display user interfaces cast from an application running on a user device that is communicatively coupled to the interface device (e.g., a mobile device user can cast a YOUTUBE video playing on the mobile device to a large display via a coupled CHROMECAST device, or a laptop user can cast via a CHROMECAST device a CHROME browser window to the large display). The functionality of these interface devices can be further expanded to stream cloud gaming content from gaming servers. The interface devices can further be combined with cloud-enabled game controllers that store user and network credentials, to create efficient and portable gaming experiences.

For example, Julia’s home includes two interface devices that are coupled, respectively, to the living room TV and the bedroom TV. Julia plays her favorite online game on the living room TV using her cloud-enabled game controller. During her gaming session, her mother’s friends visit and they will like to watch a football game on the living room TV. Julia pauses her game session and takes her game controller with her into the bedroom. The interface device in the bedroom detects the presence of Julia and the game controller in the bedroom (e.g., using audio and/or other cues) and switches on the bedroom TV, which displays a screen showing the paused state of the game that Julia had left. Julia un-pauses the screen and resumes her game session. Julia visits her friend Brandon, taking along with her the game controller. At Brandon’s house, Brandon gives Julia the credentials to his home Wifi. Julia connects her game controller to Brandon’s network and pairs her game controller with Brandon’s interface device. Brandon joins Julia’s game session, and they both play the game using their respective game controllers. The next time Julia visits Brandon, her game controller automatically connects to Brandon’s network.

FIG. 1A is an example gaming environment 100, in accordance with some implementations. The gaming environment 100 includes a game controller 102, one or more electronic devices 104, and an interface device 106 that is coupled to a display device 108, on a local network 110. In some implementations, the local network 110 networks one or more devices using wired (e.g., Ethernet) and/or wireless (e.g., Wi-Fi) communications. For example, the local network 110 includes a router device that networks one or more devices into the local network 110. The local network 110 is communicatively coupled to communication networks 112 (e.g., wide-area networks, the Internet).

The game controller 102 and the interface device 106 are communicatively coupled. The game controller 102 and the interface device 106 may communicate with each other through the local network 110 and/or directly (e.g., via Bluetooth or other wireless communications). In some implementations, the game controller 102 and the interface device 106 are local to each other (e.g., in the same room,

in the same house, etc.). The interface device 106 is coupled to one or more display devices 108 that can output visual and/or audio content (e.g., the display device 108 includes a television, a display monitor, a tablet, a computer/laptop with a display screen, a sound system, speakers, etc.). The interface device 106 is configured to output content to the display device(s) 108.

The game controller 102 includes, and can run, one or more applications. In some implementations, the game controller 102 includes one or more applications that are configured to operate in conjunction with the interface device 106. In some implementations, the applications include an interface device application and a gaming application. The interface device application is used for pairing the game controller 102 with the interface device 106 and for configuring the interface device 106.

In some implementations, the applications include a gaming application that is used for cloud gaming. The gaming application is used for transmitting messages (e.g., gaming setup commands) from the game controller 102 to the interface device 106 and for transmitting gaming inputs (e.g., gameplay commands) from the game controller 102 to a gaming server (e.g., server system 114) during a gaming session. In some implementations, the setup and gameplay commands are transmitted to a gaming application of the interface device 106 and/or to the server system 114 using a combination of buttons, directional pad(s), and/or joystick(s) of the game controller 102. In some implementations, the setup and gameplay commands are voice commands that are issued by a user (also known as a “gamer”) of the game controller 102, and transmitted to the interface device 106 and/or the server system 114.

In some implementations, a user can initiate gaming by pressing a button (e.g., a “start” or a “home” button) on the game controller 102, which sends a signal to the interface device 106 to launch a gaming portal user interface (UI) that is displayed on the display device 108. Then, the user can select a game on the gaming portal UI to initiate a game launch (e.g., by pressing another button). The processes of launching the gaming portal UI and initiating the gaming session are described further detail in FIG. 2.

The gaming environment 100 includes one or more electronic devices 104 (e.g., 104-1 and/or 104-2). The electronic device 104 and the interface device 106 are communicatively coupled. The electronic device 104 and the interface device 106 may communicate with each other through the local network 110 and/or directly (e.g., via Bluetooth or other wireless communications). In some implementations, the electronic device 104 and the interface device 106 are local to each other (e.g., in the same room, in the same house, etc.).

The electronic device 104 is a device that include, and can run, one or more applications. In some implementations, the electronic devices 104 is be a smartphone, tablet device, a laptop or notebook computer, a desktop computer, or a multimedia device.

In some implementations, the electronic device 104 includes one or more applications that are configured to operate in conjunction with the interface device 106. In some implementations, the applications include an interface device application (e.g., interface device application 344, FIG. 3) for pairing the electronic device 104 with the interface device 106 and configuring the interface device 106. The applications also include one or more applications that can cast associated content to the interface device 106. In some implementations, an application casts data and/or content to the interface device 106 by sending the data/

content directly to the interface device **106** (e.g., via the local network **110**) and/or by directing the interface device **106** to a remote location (e.g., a Universal Resource Locator (“URL”) or other link to a location at a server system) from which the interface device **106** can stream or otherwise receive data/content. The interface device **106** receives data/content from the application and/or the remote location and outputs visual and/or audio content corresponding to the received data/content to the display device **108**.

In some implementations, the applications include a gaming application (e.g., gaming application **346**, FIG. **3**) for transmitting messages (e.g., gaming setup commands) to the interface device **106** and for transmitting gaming inputs (e.g., gameplay commands) from the electronic device **104** to the gaming server (e.g., the server system **114**) during a gaming session. In some implementations, the setup and gameplay commands are sent to the interface device **106** and/or the server system **114** using input devices that are integrated with the electronic device **104** (e.g., a keyboard and/or mouse of the laptop computer **104-2**).

In some implementations, the applications further include a controller application for implementing one or more standardized game controller configurations, templates, or the like, on the electronic device **104**. Each of the standardized controller configurations configures the input devices and/or sensors on the electronic device **104** in some way to implement a virtual controller. Which standardized controller configuration is used may vary by the game and/or by the type of electronic device **104**. For example, if the electronic device **104** is a mobile device (e.g., **104-1**) with a touch screen, a standardized controller configuration that implements a virtual controller pad displayed on, and utilizing the touch screen, is used. The virtual controller pad may include virtual buttons, a virtual directional pad, and/or a virtual joystick. As another example, if the electronic device **104** is a laptop or desktop computer (e.g., **104-2**) with a physical keyboard, a standardized controller configuration that maps keys of the physical keyboard to controller functions may be used. As a further example, on an electronic device **104** that includes sensors (e.g., an accelerometer) and for games that use motion of the electronic device **104** as an input, a standardized controller configuration that turns the electronic device **104** into a motion controller with optionally one or more virtual buttons displayed on the touch screen is used.

The interface device **106** is communicatively connected to the game controller **102** and/or the electronic device **104**, and to a display device **108**. The interface device **106** includes, and can run, one or more applications. In some implementations, the interface device **106** includes one or more applications that are configured to operate in conjunction with the game controller **102** and/or the electronic device **104**.

In some implementations, the one or more applications includes a gaming application for receiving and processing messages (e.g., setup commands) from the game controller **102** and/or the electronic device **104**, and displaying outputs associated with the commands on the display device **108**. In some implementations, the gaming application further receives, in real time, gaming media streams transmitted by the gaming server (e.g., the server system **114**), and decodes and outputs to the display device **108**. In some implementations, the interface device **106** includes one or more modules for processing the setup commands and the gaming media streams, as will be described in FIG. **4**.

In some implementations, the interface device **106** is a casting device (e.g., CHROMECAST by Google Inc.), a

hardware dongle, a streaming device, or a device that otherwise includes streaming and/or casting functionalities.

In some implementations, the output of the interface device **106** is connected to an input (e.g., a HDMI port, a USB port etc.) of the display device **108**.

In the gaming environment **100**, the game controller **102**, the interface device **106**, and the electronic device **104** are communicatively coupled through communication network(s) **112** to a server system **114** and an authentication system **125**. In some implementations, at least some of the devices (e.g., the game controller **102**, the electronic devices **104**, the interface device **106**, and the display device **108**) are communicatively coupled to the local network **110**, which is communicatively coupled to the communication network(s) **112**. In some implementations, the devices (e.g., the game controller **102**, the electronic devices **104**, the interface device **106**, and the display device **108**) are communicatively coupled to one another (e.g., without going through the local network **110** or the communication network(s) **112**). In some implementations, the authentication system **125** is part of the server system **114**.

In some implementations, the functionality of the interface device **106** is combined with (i.e., contained within or included in) the display device **108** (See also FIG. **1D**). For example, in accordance with some implementations, the display device **108** is a television display or a computer monitor with a processing module hosts the one or more applications including the gaming application. In another example, the display **108** is associated with a computing device with an integral display, such as a laptop or tablet, whose processor hosts the one or more applications, including the gaming application. In some implementations, the display device **108** hosts one or more functionalities, including functionalities that enable online gaming. In some implementations, the functionality of the interface device **106** is divided (e.g., split) between the game controller **102** and the display device **108**.

In some implementations, the server system **114** is an interactive cloud gaming platform and provides gaming content and processing capabilities. In some implementations, the server system **114** serves hundreds of thousands of users (“gamers”) at any given point in time.

The server system **114** hosts an online interactive gaming platform to support client devices (In this application, the game controllers **102**, the electronic devices **104**, and the interface devices **106** are collectively referred to as “client devices” of the server system **114**) to play the one or more gaming applications. Specifically, the server system **114** includes a plurality of user accounts associated with the client devices, and authenticates the users of the client devices in association with each of the one or more gaming applications. The server system **114** renders and refreshes a scene of the online interactive game on the client devices **102** that join corresponding gaming sessions associated with the scene. In some implementations, the server system **114** may assess the capabilities of the client devices and/or a quality of the communicative connection between the server system **114** and each of the client devices, and adaptively generates synchronous data streams for the gaming sessions associated with the client devices. By these means, the server system **114** is configured to facilitate synchronous gaming sessions of an online interactive game on two or more client devices simultaneously and with substantially low latencies.

In some implementations, the server system **114** includes a front end **116** that interfaces directly with the game controller **102**, the interface device **106**, and the electronic

device **104** via the communication network(s) **112**. The front end **116** receives requests (e.g., a request to start a gaming session) and transmits information in response to the requests (e.g., sends game content). In some implementations, the front end **116** is configured to send data (e.g., database updates) to the client devices.

In some implementations, the front end **116** forwards a subset of the received requests to backend resources **124**, which obtains the requested data and/or performs the requested service. In some implementations, the backend resources **124** may store and/or access data (e.g., game state data) in accordance with the requests.

The server system **114** includes a game server **118** that communicates directly with a media streaming server **120**. The game server **118** provides gaming content and other functionalities (e.g., processing capabilities) that allow for seamless gameplay.

In some implementations, the game server **118** dynamically allocates cloud gaming hardware resources (e.g., GPU and encoder resources) and monitors and utilizes network bandwidth available to individual end users to provide optimal cloud gaming experience. In some implementations, the game server **118** provides multiple performance tiers, including a tier that supports high performance, real time gaming sessions with high definition video/media streams.

In some implementations, the game server **118** dynamically generates a number of frames in response to a user command from a user who plays an online gaming session. In accordance with a type of the user command (e.g., jumping, shooting a gun), the game server **118** determines an expected response latency, actual communication and processing latencies, and an actual transmission latency. The number of frames is calculated based on the actual transmission latency and a predefined frame rate. As a result, the command is executed in the online gaming session by generating a set of frames reflecting an effect of the command. The set of frames when transmitted at a predefined frame rate occupy a transmission time corresponding to the actual transmission latency, and can be received at a client device (e.g., the interface device **106**) within a time corresponding to the expected response latency.

In accordance with some implementations, the game server **118** renders gameplay outputs in response to the gameplay inputs. In some implementations, to minimize latency perceived by the user during gameplay, the game controller **102** and the electronic device **104** each communicates directly with the game server **118**. For example, the game server **118** receives gameplay commands directly from the game controller **102** and renders a respective frame of content of the game in accordance with the received commands. The game server **118** sends information about the rendered frames to the media streaming server **120**, which then transmits to the interface device **106**, in real time, the gaming media streams including the respective rendered frame, for display on the display device.

In some implementations, the game server **118** supports different subscription models and/or is configured to provide one or more concurrent real time gameplay and/or review media streams that correspond with little or no latency to one or more actual gaming streams (e.g., a video stream output to a client device of a user participating in an online/cloud gaming session via either a mobile app or a browser-based program). In accordance with some implementations, the game server **118** is configured to generate concurrent media streams for gameplay and review videos, and the media streaming server **120** is provided with review videos for concurrent gameplay. Such review videos are provided with

little or no latency via a media streaming site, such as YouTube, to one or more users. In some implementations, the media streaming server **120** further manages one or more media streaming sites.

In some implementations, the server system **114** regularly communicates with the interface device **106** to check if the player is still online. In some implementations, when the game server does not receive a response (e.g., from the interface device **106** and/or the game controller **102**), the server system **114** issues commands to set the game character associated with the player to a standby mode, or “kicks” the character from the game.

In some implementations, the server system **114** includes a database **122** for storing users and sessions data. The database **122** stores at least user information associated with user accounts of each of one or more gaming applications (e.g., gaming application **348**, FIG. 3) that are hosted on the server system **114**. Examples of the user information **126** include, but are not limited to, user account information (e.g., identification and passwords), membership type, preference, and activity history. In some implementations, the server system **114** stores session data associated with the online gaming sessions that are played using the game controllers **102**. Examples of the session data for each online gaming session include, but are not limited to, a frame rate, a rendering specification, a normal latency requirement, information of GPU allocation, information of encoder allocation, identifications of related sessions, and latest status information. The session data is accessed more frequently than the user information. In some implementations, memory storing the user information and the session data is made of a flash memory and random access memory (RAM), respectively.

In some implementations, the server system **114** supports a live online community associated with a game application. Users (e.g., subscribers of a service) participate in live events, tournaments or activities on the corresponding gaming API platform throughout the day. Examples of the live events, tournaments or activities include spectating live gaming sessions played by other users, posting your accomplishments to a public domain (e.g., YouTube), and getting live tips and coaching videos. For example, in response to a user action, the game server **118** provides two or more live streams. While keeping a first gaming stream on a first gaming session of the first client device for a game player, the server system **114** also broadcasts a second live review stream (e.g., YOUTUBE streams) to one or more other client devices (e.g., of subscribers). The second live review stream allows the user to share gaming experience with audience. Optionally, the second live stream is a reproduction of a screen of the first client device of the player (e.g., the display device **108**). The server system **114** may obtain an audio stream in which the player explains the first gaming session, or a video stream of the player playing and explaining the first gaming session. The audio stream is optionally played for the audience while the second live review stream is played for the audience. The video stream is optionally played in an embedded window in the second live review stream.

The gaming environment **100** further comprises an authentication system **125** that includes an authentication service **126** and an authentication storage **128**. The authentication service **126** is a standalone service that serves as a proxy and handles first- and third-party authentication related operations. The authentication storage **128** stores device identification of each and every game controller **102**

and information about linked users that are associated with each and every game controller **102**.

In accordance with some implementations, the game controller **102** is identified by a (e.g., unique) device identification and a client certificate that is used by the game controller to make authenticated requests to a remote server (e.g., to the server system **114** and/or the authentication system **125**). Further, in some implementations, the game controller **102** stores credentials for every user of the game controller **102**. As an example, the game controller **102** may be used by various members of a household for gaming. Accordingly, the game controller **102** stores credentials (e.g., usernames, login credentials, password, authentication challenges and responses) for each household member that uses it. Thus, the game controller **102** can be linked to (associated with) its device identification, client certificate, users and their credentials. In some implementations, in response to a request to start a gaming session, the game controller sends information about the device identification, client certificate and/or user credentials for verification by the authentication service **126** against information stored in the authentication storage **128**.

In some implementations, as part of the process of linking a gaming session, the server system **114** accesses a quality of the communicative connection between the server **114** system and each of the client devices.

In some implementations, the server system **114** measures network latency between the client devices and the server system **114**. If the measured latency is above a threshold and a lower-latency connection is available, the server **114** can suggest that the player client **104** change to the lower latency connection, or invite the player user of the player client **104** to change the player client **104** to the lower latency connection. For example, if the client device is an electronic device **104** (e.g., a mobile phone) on a cellular wireless connection (not shown) the local network **110** is available, the server system **114** can suggest that the electronic device **104** should connect through the local network **110**. In some implementations, the latency threshold requirements differ between games. For example, some games (e.g., action games) are best experienced on lower latency connections, and some other games (e.g., online board games or card games) are not as demanding with respect to latency, and the server system **114** may make connection recommendations in view of these different requirements.

In some implementations, as part of the electronic device **104** starting a gaming session, the server system **114** communicates with the electronic device **104** to set up a virtual controller (e.g., using the controller application) on the electronic device **104**. In some implementations, this includes the server system **114** assessing whether the electronic device **104** has the needed resources for the controller, including whether the electronic device **104** has an application needed to implement the virtual controller and/or whether the communicative connection between the electronic device **104** and the server **114** has a latency that is appropriate for the game session (e.g., as part of the capabilities and connection quality assessment described above). Depending on the available resources at the electronic device **104**, the connection quality, and the requirements for the game, the controller may be implemented differently at the electronic device **104**.

FIG. 1B illustrates another example gaming environment **130** in accordance with some implementations. In many aspects, the gaming environment **130** is similar to the gaming environment **100**. The main difference between the gaming environment **130** and the gaming environment **100**

is that the gaming environment **130** comprises the game controller **102** and two interface devices **106-1** and **106-2**, which are coupled, respectively, to display devices **108-1** and **108-2**. The game controller **102** is communicatively coupled to (e.g., pairs with) each of the interface devices **106-1** and **106-2**.

In some implementations, the game controller **102**, the interface devices **106-1** and **106-2**, and the display devices **108-1** and **108-2** reside in a local environment (e.g., a home environment, a dormitory, an office environment etc.) that includes the local network **110**. In some implementations, the interface device **106-1** and the interface device **106-2** are located in different areas (e.g., in different rooms) of the local environment.

In accordance with some implementations of this application, the server system **114** enables cloud features that allow a user of the game controller **102** to move around, e.g., pausing/suspending a first game stream of a first gaming session executed on a first interface device **106-1**, and restarting the first game stream on a second interface device **106-2** to continue the first gaming session. The server system **114** also supports multiple players on a massive scale, and provides richer more persistent cloud-based worlds. The server system **114** uses a cloud-based system to store, in the database **122**, session data related to different gaming sessions of the same user, or different gaming sessions of different users. Accordingly, by applying this example in the context of the home environment, the user of the game controller **102** is able to start gameplay using the first interface device **106-1** (e.g., in the bedroom), pause the gaming session, take the game controller **102** to a location that includes the second interface device **106-2** (e.g., the living room), and resume gameplay in the living room.

In some implementations, the game controller **102** stores an identifier of each of the interface devices **106-1** and **106-2** that it has been paired with. In some implementations, the game controller **102** sets one of the interface devices **106** as its default pairing device.

In some implementations, the gaming environment **130** can be expanded to include three or more interface devices **106**, each of which is communicatively coupled with the game controller **102**.

In some implementations, the gaming environment **130** includes two or more game controllers **102** (e.g., **102-1** and **102-2**), each of which is communicatively coupled to each of the interface devices **106**.

FIG. 1C illustrates yet another example gaming environment **160**, in accordance with some implementations. In many aspects, the gaming environment **160** is similar to the gaming environments **100** and **130**. The main difference between the gaming environment **160** and the gaming environments **100** and **130** is that the gaming environment **160** comprises two game controllers and two interface devices, including a first game controller **102-1** and a first interface device **106-3** on a first local network **140**, and a second game controller **102-2** and a second interface device **106-4** on a second local network **140**. Each of the interface devices **106-3** and **106-4** is coupled to respective display devices **108-3** and **108-4** that output visual and/or audio content. It will be apparent to one of ordinary skill in the art that the gaming environment **160** can be expanded to include three or more sets of game controllers **102** and interface devices **106**, wherein each of the sets is on a respective local network.

In the gaming environment **160**, the game controller **102-1** (and the interface device **106-3**) is remote from the game controller **102-2**. In other words, a user of the game

controller **102-1** is not located in the same area (e.g., in the same room or even structure) as a user of the game controller **102-1**.

In some implementations, gaming sessions of the game controllers **102** are synchronized to play the same game scene, optionally with distinct perspectives corresponding to their respective users.

In accordance with some implementations, even though the game controller **102-1** (the interface device **106-1**) and the game controller **102-2** (the interface device **106-2**) are remote from each other, a game may be started by launching a gaming application for execution at each game controller **102** (interface device **106**). In some implementations, for each game controller **102** (interface device **106**), the gaming application establishes an online gaming session with the server system **114** independently. The online gaming sessions of two or more game controllers **102** (interface devices **106**) are related to each other (e.g., because they are played in the same game domain of the gaming application), and therefore, share a game scene in the gaming application. The related online gaming sessions are synchronized with each other, and each online gaming session optionally shows the same game scene with a unique player perspective corresponding to the respective game controller **102** (interface device **106**). A user of each game controller **102** (interface device **106**) can therefore play the game on the respective game controller **102** (interface device **106**) and influence the output from the online gaming sessions on the other game controller(s) **102** (interface device(s) **106**).

Alternatively, in some other implementations, after the gaming application of a first game controller **102-1** establishes an online gaming session, one or more second game controllers **102-2** are invited to join the online gaming session by an invitation message, and for example, a message with the link (e.g., a URL address) to join the online gaming session is sent to each of the second interface devices **106-2**. In accordance with some implementations, when the second game controllers **102-2** join a gaming session, the server system **114** creates a separate gaming session for each individual second game controllers **102-2**. Each separate gaming session of the respective second client second game controllers **102-2** is synchronized with and shares the same scene with the gaming session of the first second game controllers **102-1**, but can have a unique player perspective corresponding to the respective second client second game controllers **102-2**. After each second game controllers **102-2** has joined the gaming session (more accurately, started its related gaming session), a user can play the game on the respective second game controllers **102-2** and influence the output of the gaming sessions running on the other game controllers **102**.

FIG. 1D illustrates yet another example gaming environment **180**, in accordance with some implementations, in which one or more game controllers **102-1** are coupled to a display device **108-3** via an interface device **106-3**, and in which one or more game controllers **102-3** are coupled to a display device **108-5**—either directly or via a local area network **170**—without need for an interface device **106**. In some implementations, at least a subset of the functionality of the interface device is contained within (i.e., included in) the display device **108-5**. For example, as illustrated in FIG. 1D, the display device **108-5** is configured to interact directly with the game controller **102-3**, and directly with the server system **114** and the authentication system **125** via the communication network(s) **112**. In some implementations, the display device **108** is a television display or a computer monitor with a processing module hosts one or more appli-

cations, including a gaming application and one or more applications that provide at least a subset or a superset of the functionality of an interface device **106**, that enable a user of one or more of the controllers **102-3** to participate in an online gaming session. In another example, the display **108-5** is associated with a computing device with an integral display, such as a laptop or tablet, whose processor hosts the one or more applications, including the gaming applications and one or more applications that provide at least a subset or a superset of the functionality of an interface device **106**.

In some implementations, communication between the display device **108-5** and the game controller **102-3** is via the local network **170**. In some implementations, the display device **108-5** and the game controller **102-3** are communicatively coupled to each other directly (e.g., without going through the local network or the communication network(s) **112**). For example, the game controller **102-3** can communicate directly with the display device **108-5** via a wired connection or a wireless connection (e.g., a Bluetooth, cellular, direct WiFi, or IEEE 802.15.4 connection). In some implementations, the local network **140** and local network **170** are the same local network. This allows two or more players to connect from a same location (e.g., house or public location) to a gaming server **114** to play the same or different gaming titles whose respective outputs are displayed on a respective display device **108-3**, **108-5**, with or without an interface device **106-3**.

Process Flow

Having described the various gaming environments, we now discuss various process flows.

In accordance with some implementations of this application, a game controller is communicatively connected to (e.g., paired with) an interface device **106** and powered on. A user can initiate gaming by pressing a button (e.g., a “start” or a “home” button) on the game controller **102**, which sends a signal to the interface device **106** to launch a gaming portal user interface (UI) that is displayed on the display device **108**. Then, the user can select a game on the gaming portal UI to initiate a game launch (e.g., by pressing another button).

FIG. 2A illustrates an example operation sequence **200** to launch the gaming portal user interface (UI). In some implementations, the elements and steps described in the operation **200** may pertain to elements and flows shown in FIG. 1. Other implementations are possible.

In some implementations, the gaming portal UI is hosted on the interface device **106** (e.g., gaming portal UI module **437**, FIG. 4) and is launched when starting the gaming application on the interface device **106**. The gaming portal UI enables access to a user’s profile, purchased games, and other entitlements, game catalog, friends, messaging etc.

As illustrated by FIG. 2A, launching of the gaming user interface (UI) portal includes communication between the game controller **102**, the interface device **106**, the server system **114**, and the authentication system **125**. The sequence **200** (or message flows) may be executed in a gaming environment (e.g., the gaming environment(s) **100**, **130**, and/or **160**), in which the environment is asynchronous and non-blocking.

The user presses a button (e.g., a “start” button or a “home” button) on the game controller **102** to start the gaming application on the interface device **106** (not shown). The game controller **102** sends (202) a “start cast session” request to the gaming application on the interface device **106** using the default interface device identifier that it retrieves from its internal storage. If successful, a cast (game pairing) session is established between the game controller **102** and

the interface device **106**, and the gaming application is launched on the interface device **106**.

In some implementations, the interface device **106** determines a state of the display device **108** (e.g., on or off) that it is connected to, and attempts to switch on the display device **108** if it is off. In some implementations, the interface device **106** attempts to switch on the display device **108** in accordance with a determination that Consumer Electronics Control (CEC) is enabled on the display device **108**.

The game controller **102** sends (**204**) an authentication token to the interface device **106**. In some implementations, the authentication token is self-contained and transmits information between parties in a secure manner. In some implementations, upon pairing with the interface device **106**, the game controller **102** retrieves a token (e.g., a JSON Web token (JWT)). The game controller **102** parses it to extract the signed JWT, client certificate and intermediate certificate chain, and sends the signed JWT, its expiry period, client certificate and intermediate certificate chain to the gaming application on the interface device **106**.

The user launches (**206**) the gaming portal UI by pressing a second button (which may be the same button, or a different button) on the game controller **102**, which transmits a launch command to the interface device **106**.

The interface device **106** receives the launch command and requests (**208**) user verification from the authentication system **125**.

In accordance with some implementations, the launch command is received by the gaming application of the interface device **106** (e.g., gaming application **436**, FIG. **4**), and relayed to an interface control module (e.g., interface control module **438**, FIG. **4**). The interface control module sends a request to the authentication service **126** together with the received authentication token (step **204**), to request access to gaming (i.e., server) resources. The authentication system **125** verifies the identification of the game controller **102** and its linked user (e.g., by matching the identification with information stored in the authentication storage **128**).

If the verification is successful, the authentication system **125** retrieves (**210**) an access token (e.g., an OAuth token) for the linked user. The interface device **106** launches (**212**) the gaming portal UI providing the access token and its expiry.

The interface device **106** requests (**214**), from the front end **116** of the server system **114**, user specific content for the portal landing page (e.g., the user's Avatar, purchased games, friends, messaging etc.) and requests (**214**), from, the backend resources **124**, optimized images for display on the display device **108**. In some implementations, the requesting step (step **216**) are performed by a gaming portal module (e.g., gaming portal module **437**, FIG. **4**).

The interface device **106** receives (**216**) the requested content, and displays (**218**) the requested content.

In some implementations, when the gaming portal UI is launched for the first time, or is restarted, the interface device **106** operates in a default first mode (e.g., a "menu" mode) in which all inputs from the game controller **102** are sent to the gaming portal UI through the gaming application of the interface device **106** over the local wired or Wifi network that the game controller **102** and the interface device **106** are connected to.

In some implementations, if a headset is connected to (e.g., plugged into) the game controller **102**, the game controller sends a "headset connected" message to the interface device **106**. The interface device **106** tracks the game controller **102** device identification to the headset connection. The gaming portal UI sends back an audio

message to the game controller **102** on any other user event (or other feedback) which is then decoded and played back on the game controller **102**.

FIG. **2B** illustrates an example operation sequence **220** to launch a game session, in accordance with some implementations. In some implementations, the elements and steps described in the operation **220** may pertain to elements and flows shown in FIGS. **1** and **2A**. Other implementations are possible.

As shown in FIG. **2B**, launching a game session involves communication between the game controller **102**, the interface device **106**, and the server system **114**. The sequence **220** (or message flows) may be executed in a gaming environment (e.g., the gaming environment(s) **100**, **130**, and/or **160**), in which the environment is asynchronous and non-blocking. The sequence **220** assumes that the gaming portal UI has been launched (e.g., using the process of FIG. **2A**).

The user selects (**222**) a game on the gaming portal UI using the game controller **102**, and initiates a game launch request.

The interface device **106** locates (**224**) content identification of the selected game and issues (**226**) a request to start a gaming session, in response to the game launch request.

In some implementations, the game launch request (e.g., command) is received by the gaming application of the interface device **106** (e.g., the gaming application **436**, FIG. **4**), and relayed to the interface control module (e.g., the interface control module **438**, FIG. **4**), which then forwards it to the gaming portal UI module (e.g., the gaming UI module **437**, FIG. **4**). The gaming UI module processes the command to locate a "content identification" of the selected game, and sends back the content identification of the selected game to the gaming portal UI. The gaming portal UI module invokes a callback on the interface control module, which then issues the request to start the gaming session. In some implementations, communications within the interface device **106** are performed using a standardized communications protocol (e.g., Web Socket).

The interface device **106** requests (**228**) game content from the server system **114** using the content identification of the selected game (e.g., using the interface control module **438**, FIG. **4**).

The server system **114** checks (**230A**) for proper authorization, assigns (**230B**) a gaming session, and loads (**230C**) the game.

In some implementations, the interface device **106** communicates requests to the game server **114** using a server interface module (e.g., server interface module **440**, FIG. **4**). The server interface module requests the game content from the front end **116** of the server system **114**. The front end **116** checks for proper authorization and coordinates with the backend resources **124**, which communicates with the game server **118**. The game server **118** assigns the gaming session and initiates game launch.

The server system **114** sends (**232**) gaming session information (e.g., session id, game server provisioning IP address, port etc.) to the interface device **106**. In some implementations, the server system **114** sends the gaming session information to the server interface module (e.g., server interface module **440**, FIG. **4**) of the interface device **106**, which invokes a callback on the interface control module **438** providing this information.

In response to the gaming session information, the interface device **106** initiates (**234**) a session pairing request with the server system **114**. The server system **114** starts (**236**) the game streaming and game processes (e.g., on the game

server **118** and the streaming server **120**), and immediately responds (**238**) with a session pairing response.

Once the game is done loading, the server system **114** issues (**240A**) a “game ready” message to the interface device **106**, which in turn relays (**240B**) the game ready message to the game controller **102**.

In some implementations, the game loading is performed by the game server **118**. Once the game is done loading, the game server **118** informs the streaming server **120** to get ready to accept a client connection, and issues the game ready message (In this instance, the “client” refers to both the game controller **102** and the interface device **106**).

In accordance with some implementations in this application, the game ready message issued by the server system **114** in steps **240A** and **240B** includes a “handshake” offer for direct communication between the streaming server **120** and the client (i.e., between the streaming server **120** and the interface device **106**, and between the streaming server **120** and the game controller **102**). In some implementations, the handshake offer is in a datagram transport layer security (DTLS) protocol message format. In some implementations, the handshake offer includes a value (e.g., a hash value of an authentication certificate) necessary for the handshake between the streaming server **120** and the client.

Using the handshake offer, the interface device **106** establishes (**242A**) a direct link with the server system **114** (e.g., with the game server **118** and the streaming server **120**). Similarly, the game controller **102** establishes (**242B**) a direct link with the server system **114** (i.e., with the game server **118** and the streaming server **120**).

The streaming server **120** of the server system **114** transmits (**244**) gaming audio/video streams to the interface device **106**, for display on the display device **108**.

The game controller **102** sends (**246**) gaming inputs to the game server **118**, which renders the frame based on the gaming inputs and sends it to the streaming server **118**, which transmits the gaming media streams to the interface device **106** for display on the display device **108**. Additionally, the game controller **102** sends (**248A**) other messages to the interface device **106**, which processes the messages and sends (**248B**) a subset of the messages to the game server **114**.

In some implementations, the streaming server **120** includes two streams, one for sending audio/video and the other for receiving input and send back rumble and other information. In some implementations, the streaming server **120** receives a new initialization message from its streaming clients (e.g., the interface device **106**) that indicates whether audio should be sent on a particular connection channel, with the current audio/video connection defaulting to true.

In some implementations, if the game controller **102** detects a headset before it connects to the streaming server **102** (in step **242B**), the game controller **102** will convey this message immediately after its connection to the streaming server **120** is established. Otherwise, the game controller **102** will send this message as soon as it detects a headset that is plugged in.

In some implementations, in accordance with receiving headset connection message on a particular connection channel, the streaming server **120** starts sending audio on the particular connection channel and stops audio on the other connection.

In some implementations, if the headset is unplugged from the game controller **102**, the game controller **102**, will send a “stop audio” message to the streaming server **120**, causing the streaming server **120** to switch back to sending audio over the audio/video connection.

In some implementations, the game controller **102** includes a “quick access” button that allows the user to access key functionality regardless of whether the user is in the gaming portal UI or playing a game.

In some implementations, the interface device **106** (and corresponding, the game controller **102**) operates in two modes, namely: (1) a first mode (e.g., “menu” mode) in which all game controller inputs are sent to the interface device **106** over the local network; and (2) a second mode (e.g., a “game” mode) in which a subset of controller commands is sent by the game controller **102** to the interface device **106** and everything else is sent to the remote game (e.g., to the server system **114**). In some implementations, the subset of controller commands comprises commands (or functionality) accessed by the “quick access” button.

In some implementations, the interface device **106** is always in the first mode when the gaming portal UI is launched for the first time.

#### Architecture

We now discuss exemplary architecture of the game controller **102**, the interface device **106**, and the server system **114**. In some implementations, the elements described in the architecture pertain to elements and flows in FIGS. **1** and **2**.

FIG. **3** is a block diagram illustrating the game controller **102** of the gaming environments **100**, **130**, and **160**, and in the operation sequences **200** and **220**, in accordance with some implementations. The game controller **102**, typically, includes one or more processor(s) (CPUs) **302**, one or more communication interface(s) **304**, memory **306**, and one or more communication buses **308** for interconnecting these components (sometimes called a chipset). The game controller **102** includes one or more input device(s) **310** that facilitate user input, such microphones **312** (or a voice-command input unit), buttons **314**, directional pad(s) **315**, and joystick(s) **316**. In some implementations the game controller **102** further includes gesture recognition features. In some implementations, the processing capabilities of the game controller **102** are integrated into a standalone hardware component that can be interfaced with the input device(s) **310**.

The game controller **102** also includes one or more output device(s) **318** that facilitate audio output and/or visual output, including speaker(s) **320**, LED(s) **322**, and/or optionally, a display **324**. The game controller **102** includes a location detection unit **334**, such as a GPS (global positioning satellite) or other geo-location receiver, for determining the location of the game controller **102**. The game controller **102** further include a proximity detection unit **332**, e.g., an IR sensor, for determining a proximity of an interface device **106** and/or of other game controllers **102** and/or electronic devices **104**. The game controller **102** may also include one or more sensor(s) **328** (e.g., accelerometer, gyroscope, etc.) for sensing motion, orientation, and other parameters of the game controller **102**, which may be used as input. In some implementations, the processing capabilities of the game controller **102** are integrated into a standalone hardware component that can be interfaced with the output device(s) **318**.

In some implementations, the game controller includes an optional headset **326** which plays back audio messages and/or gaming audio streams.

In some implementations, the game controller **102** includes radios **330** that enable one or more communication networks and allow the game controller **102** to communicate with other devices (e.g., with the interface device **106**). In some implementations, the radios **330** are capable of data

communications using any of a variety of custom or standard wireless protocols (e.g., IEEE 802.15.4, Wifi, ZigBee, 6LoWPAN, Thread, Z-Wave, Bluetooth Smart, ISA100.5A, WirelessHART, MiWi Whispernet, Bluetooth low energy etc.), custom or standard wired protocols (e.g., Ethernet, HomePlug etc.), and/or other suitable communication protocol, including communication protocols not yet developed as of the filing date of this document.

The memory **306** includes high-speed random access memory, such as DRAM, SRAM, DDR RAM, or other random access solid state memory devices; and, optionally, includes non-volatile memory, such as one or more magnetic disk storage devices, one or more optical disk storage devices, one or more flash memory devices, or one or more other non-volatile solid state storage devices. The memory **306**, optionally, includes one or more storage devices remotely located from one or more processing units **202**. The memory **306**, or alternatively the non-volatile memory within the memory **306**, includes a non-transitory computer readable storage medium. In some implementations, the memory **306**, or the non-transitory computer readable storage medium of the memory **306**, stores the following programs, modules, and data structures, or a subset or superset thereof:

Operating system **336** including procedures for handling various basic system services and for performing hardware dependent tasks;

Network communication module **338** for connecting the game controller **102** to other devices (e.g., the server system **114**, the interface device **106**, and the electronic devices **104**) via one or more communication interfaces) **304** (wired or wireless) and the local networks **110**, **140** and/or **150**, and one or more networks **112**, such as the Internet, other wide area networks, local area networks, metropolitan area networks, and so on;

User interface module **340** for enabling presentation of information (e.g., audio and/or video content, and optionally a graphical user interface for presenting applications, widgets, text, etc.) at the game controller **102** via one or more output devices **318** (e.g., speakers, LED(s) etc.);

Input processing module **342** for detecting one or more user inputs or interactions from one of the one or more input device(s) **310** and interpreting the detected input or interaction;

Interface device application **344** for interacting with an interface device **106**, including logging into a user account associated with the interface device **106**, controlling the interface device **106** if associated with the user account, and editing and reviewing settings and data associated with the interface device **106**;

Gaming application **346** for cloud gaming functions that is configured to implement modules for various modes;

Commands module **348** for transmitting messages (e.g., setup commands) between the game controller **102** and the interface device **106** in a menu mode; and

Streaming module **349** for transmitting gameplay commands between the game controller **102** and the server system **114** (e.g., to the streaming server **120**) in the gameplay mode;

Controller module **350** for providing a gameplay input interface to the gaming application **346**;

Communication module **351** for receiving and/or transmitting messages and media streams between the game controller **102** and an interface device (e.g., the interface device **108**), and between the game controller **102** and a gaming server (e.g., the server system **114**);

Data download module **352** for downloading data (e.g., user accounts, user credentials, updates to modules and applications and data in the memory **306**) from the server system **114** and/or relayed from the interface device **106** and other content hosts and providers; and

Device data **354** storing at least data associated with the gaming application **346** and other applications/modules, including:

Client device settings **356** for storing information associated with the game controller **102** itself, including common device settings (e.g., service tier, device model, storage capacity, processing capabilities, communication capabilities, etc.);

Interface device settings **358** for storing information associated with user accounts of the interface device application **344**, including one or more of account access information, and information for interface device settings (e.g., service tier, device model, storage capacity, processing capabilities, communication capabilities, etc.);

Gaming application settings **360** for storing configured menus and/or shortcuts for the user to interact with the gaming Portal UI module **437** of FIG. 4;

Game controller configuration(s) **362** for storing information associated with configurations of the controller module **350** for the gaming application **346**; and Location/proximity data **164** including information associated with the presence, proximity or location of any of the game controller **102**, the interface device **106**, other game controllers **102** and/or electronic devices **104**; and

Device/user data **366** for storing the game controller identification and client certificate, identifications and client certificates of respective paired interface devices, one or more local network credentials (e.g., Wifi credentials), and information associated with one or more users linked to the game controller **102**, including login information, user credentials, authentication information, and optionally, storing user preferences, gameplay history data, and information on other players;

Security module **368** for presenting one or more authentication options and receiving inputs to the authentication options when activated; and

Voice assistance module **370** for processing audio inputs/commands received by the microphones **312**.

In some implementations, the communication module **351** can be one or more of a radio transmission module, a communication bus, such as the one or more communication buses **308**, and a wired connection.

In some implementations, the controller module **350** is a part (e.g., a sub-module) of the interface device application **334** or another application in the memory **306**. In some other implementations, the controller module **350** is a part of the operating system **336**. In some further implementations, the controller module **350** is a distinct module or application.

Each of the above identified elements may be stored in one or more of the previously mentioned memory devices, and corresponds to a set of instructions for performing a function described above. The above identified modules or programs (i.e., sets of instructions) need not be implemented as separate software programs, procedures, modules or data structures, and thus various subsets of these modules may be combined or otherwise re-arranged in various implementations. In some implementations, memory **306**, optionally, stores a subset of the modules and data structures identified

above. Furthermore, memory **306**, optionally, stores additional modules and data structures not described above.

FIG. 4 is a block diagram illustrating an example interface device **106** of the gaming environments **100**, **130**, and **160**, and in the operation sequences **200** and **220**, in accordance with some implementations. The interface device **106**, typically, includes one or more processor(s) (CPUs) **402**, one or more communication interface(s) **404**, memory **406**, and one or more communication buses **408** for interconnecting these components (sometimes called a chipset). Further, the interface device **106** includes a proximity/location detection unit **410**, such as an IR sensor, for determining the proximity of a game controller **102**, and/or an electronic device **104**, and/or other interface devices.

Further, in some implementations, the interface device **106** includes radios **411** that enable one or more communication networks and allow the interface device **106** to communicate with other devices (e.g., with the game controller **102**). In some implementations, the radios **411** are capable of data communications using any of a variety of custom or standard wireless protocols (e.g., IEEE 802.15.4, Wifi, ZigBee, 6LoWPAN, Thread, Z-Wave, Bluetooth Smart, ISA100.5A, WirelessHART, MiWi, Whispernet, Bluetooth low energy etc.), custom or standard wired protocols (e.g., Ethernet, HomePlug etc.), and/or other suitable communication protocol, including communication protocols not yet developed as of the filing date of this document.

Additionally, the interface device **106** also includes one or more input device(s) **412** including microphones **414** to detect proximity of a user, and one or more output device(s) **416** (e.g., display device(s) **108**) that are coupled to or integrated with the interface device **106**.

The memory **406** includes high-speed random access memory, such as DRAM, SRAM, DDR RAM, or other random access solid state memory devices; and, optionally, includes non-volatile memory, such as one or more magnetic disk storage devices, one or more optical disk storage devices, one or more flash memory devices, or one or more other non-volatile solid state storage devices. The memory **406**, optionally, includes one or more storage devices remotely located from one or more processor(s) **402**. The memory **406**, or alternatively the non-volatile memory within the memory **406**, includes a non-transitory computer readable storage medium. In some implementations, the memory **406**, or the non-transitory computer readable storage medium of the memory **406**, stores the following programs, modules, and data structures, or a subset or superset thereof:

Operating system **418** including procedures for handling various basic system services and for performing hardware dependent tasks;

Network communication module **420** for connecting the interface device **106** to other computers or systems (e.g., the server system **114**, the game controller **102**, and the electronic device **104**) via one or more communication interfaces **404** (wired or wireless) and one or more networks **112**, such as the Internet, other wide area networks, local area networks, metropolitan area networks, cable television systems, satellite television systems, IPTV systems, and so on;

Communication module **421** for receiving and/or transmitting messages and media streams between the interface device **106** and a game controller (e.g., the game controller **102**) and between the interface device **106** and a gaming server (e.g., the server system **114**);

Content Decoding Module **422** for decoding content signals received from one or more content sources

(e.g., the game server **118** and the streaming server **120**) and outputting the content in the decoded signals to the output device(s) **416** (e.g., the display device(s) **108**) that are coupled to or integrated with the interface device **106**;

Proximity/location determination module **424** for determining the proximity of the game controller **102**, and/or electronic device **104**, and/or other interface devices **106** based on proximity related information that is detected by the proximity/location detection unit **410** or provided by the server system **114**;

Display module **426** for controlling media display;

Interface device data **428** for storing the interface device identification and client certificate, and for storing at least data including:

Interface device settings **430** for storing information associated with user accounts of an interface device application, including one or more of account access information and information for device settings (e.g., service tier, device model, storage capacity, processing capabilities, communication capabilities, etc.); and

Location/proximity data **432** including information associated with the presence, proximity or location of any of the game controller **102** and/or the electronic device **104** and the interface device **106**; and

Network data **434** including information associated to the one or more local networks that the interface device is connect to;

Gaming application **436** for controlling the lifecycle of all the gaming components on the interface device **106**, receiving messages (e.g., commands) from the game controller **102**, and for relaying game controller inputs to the server system **114**;

Gaming UI module **437** for accessing user content (e.g., profile, avatar, purchased games, game catalog, friends, messaging) and optimized images for display, and for receiving inputs the game controller **102** during gameplay;

Interface control module **438** for interfacing communications between the gaming application **436** and the gaming portal UI module **437**, and for initiating a session pairing request with the server system **114** during game launch;

Server interface module **440** for communications with the server system **114** and the authentication system **125**, including:

Authentication sub-module **442** for communicating with the authentication system **125** to authenticate a linked user of the game controller **102** during gaming portal UI launch;

Session sub-module **444** for receiving gaming session information (e.g., session id, game server provisioning IP address, port etc.) from the server system **114**, and for invoking a callback on the interface control module **438** providing this information; and

Streaming sub-module **446** for receiving and displaying, in real time during gameplay, gaming streams transmitted from the streaming server **120** of the server system **114**.

In some implementations, the communication module **421** can be one or more of a radio transmission module, a communication bus, such as the one or more communication buses **408** (e.g., when the interface functionality is in the game controller), and a wired connection.

In some implementations, the gaming UI module **437**, the interface control module **438**, and the server interface mod-

25

ule **440** are packaged as a shared library in the interface device **106** and are dynamically opened by the gaming application **436** when the application is started.

Each of the above identified elements may be stored in one or more of the previously mentioned memory devices, and corresponds to a set of instructions for performing a function described above. The above identified modules or programs (i.e., sets of instructions) need not be implemented as separate software programs, procedures, modules or data structures, and thus various subsets of these modules may be combined or otherwise re-arranged in various implementations. In some implementations, the memory **406**, optionally, stores a subset of the modules and data structures identified above. Furthermore, the memory **406**, optionally, stores additional modules and data structures not described above.

FIG. **5** is a block diagram illustrating an example server in the server system **114** of the gaming environments **100**, **130**, and **160**, and in the operation sequences **200** and **220**, in accordance with some implementations. The server system **114**, typically, includes one or more processing units (e.g., processor(s) **502**, GPU(s) **510** and encoders **512**), one or more network interfaces **504**, memory **506**, and one or more communication buses **508** for interconnecting these components (sometimes called a chipset). The server system **114** may optionally include one or more input devices **514** that facilitate user input, such as a keyboard, a mouse, a voice-command input unit or microphone, a touch screen display, a touch-sensitive input pad, a gesture capturing camera, or other input buttons or controls. Furthermore, the server system **114** may use a microphone and voice recognition or a camera and gesture recognition to supplement or replace the keyboard. In some implementations, the server system **114** optionally includes one or more cameras, scanners, or photo sensor units for capturing images, for example, of graphic series codes printed on electronic devices. The server system **114** may also include one or more output devices **516** that enable presentation of user interfaces and display content, including one or more speakers and/or one or more visual displays.

The memory **506** includes high-speed random access memory, such as DRAM, SRAM, DDR RAM, or other random access solid state memory devices; and, optionally, includes non-volatile memory, such as one or more magnetic disk storage devices, one or more optical disk storage devices, one or more flash memory devices, or one or more other non-volatile solid state storage devices. The memory **506**, optionally, includes one or more storage devices remotely located from one or more processing units. The memory **506**, or alternatively the non-volatile memory within the memory **506**, includes a non-transitory computer readable storage medium. In some implementations, the memory **506**, or the non-transitory computer readable storage medium of the memory **506**, stores the following programs, modules, and data structures, or a subset or superset thereof:

Operating system **526** including procedures for handling various basic system services and for performing hardware dependent tasks;

Network communication module **528** for connecting the server system **114** to other devices (e.g., various servers in the server system **114**, the game controller **102** and/or the electronic device **104**, and the interface device **106**) via one or more network interfaces **504** (wired or wireless) and one or more networks **112**, such as the Internet, other wide area networks, local area networks, metropolitan area networks, and so on;

26

User interface module **530** for enabling presentation of information (e.g., a graphical user interface for presenting application(s), widgets, websites and web pages thereof, and/or games, audio and/or video content, text, etc.) at the display device **108** of the interface device **106**, the game controller **102** and/or the electronic device **104**;

Media device module **532** (optional) that is executed to provide server-side functionalities for device provisioning, device control, and user account management associated with interface device(s) **106**;

Proximity/location determination module **534** for determining the proximity of the game controller **102** and/or the electronic device **104** to the interface device **106** based on location information of any of the game controller **102** and/or the electronic device **104** and the media device **106**;

Device/network assessment module **536** for assessing device and network capabilities of the game controller **102** and/or the electronic device **104**, including but not limited to assessing network bandwidth of the connection to the game controller **102** and/or the electronic device **104** and assessing whether the game controller **102** and/or the electronic device **104** has the needed module or application to play a game;

Data transmission module **538** for providing data (e.g., game controller configurations **456**), software updates, etc.) to the game controller **102**, the electronic device **104**, and/or the interface device **106**;

Frontend module **540** for managing user accounts associated with the game controller **102** and the electronic device **104**, e.g., subscriptions to membership of one or more online interactive games by a user account, enabling service to subscribers for forwarding subscriber requests to the backend resources **124**, the game server **118**, and monitoring gameplay activity and related requests of subscribers;

Media streaming server module **542** for transmitting, in real time during gameplay, gaming audio and/or video streams to the interface device **106**, managing streams (e.g., from headsets) and managing one or more streaming sites;

Game server module **544** for providing server-side functionalities associated with games (e.g., gaming applications **346** and **436**), including but not limited to setting up game sessions, storing session state data and other game-related data, processing gameplay inputs from client device **102** and **104**, rendering gameplay outputs in response to the gameplay inputs, and generating concurrent media streams for game play and review videos;

Backend resources module **542** for performing services requested by the front end **116**, accessing and/or data (e.g., from the game server **120** and the streaming server **120**); and

Databases(s) **122** including:

Client device settings **550** for storing information associated with the game controller **102** and the electronic device **104**, including common device settings (e.g., service tier, device model, storage capacity, processing capabilities, communication capabilities, etc.);

Media device settings **552** (optional) for storing information associated with user accounts of the media device application **532**, including one or more of account access information and information for

device settings (e.g., service tier, device model, storage capacity, processing capabilities, communication capabilities, etc.);

Location/proximity data **554** including information associated with the presence, proximity or location of any of the game controller **102** and/or the electronic device **104** and the interface device **106**;

Game controller configurations **556** for storing controller configurations for various games; and

User information **558** for storing information associated with user accounts of each of one or more game applications (e.g., game application **228**, FIG. 2) that are hosted on the server system **114**, including for example user account information (e.g., identification and passwords), user profiles, purchased games, membership type, preference, games catalog, activity history and other entitlements; and

Game session data **560** for storing data associated with game sessions (e.g., game state data, other game-related data), including for example game session data **560-1** for a first game session and game session data **560-2** for a second game session, where the session data **560** for each game session includes, but is not limited to a frame rate, a rendering specification, a normal latency requirement, information of GPU allocation, information of encoder allocation, identifications of related sessions, and latest status information associated with the respective game session.

Each of the above identified elements may be stored in one or more of the previously mentioned memory devices, and corresponds to a set of instructions for performing a function described above. The above identified modules or programs (i.e., sets of instructions) need not be implemented as separate software programs, procedures, modules or data structures, and thus various subsets of these modules may be combined or otherwise re-arranged in various implementations. In some implementations, memory **506**, optionally, stores a subset of the modules and data structures identified above. Furthermore, memory **506**, optionally, stores additional modules and data structures not described above.

In some implementations, the server system **114** further includes a messaging module (not shown) for managing a messaging application in the gaming portal UI that allows players to exchange messages with their gamer friends.

In light of these principles, we now turn to certain implementations.

#### Implementations

FIGS. 6A to 6C illustrate an exemplary process for provisioning a new game controller **102** for cloud gaming. In some implementations, the new game controller **102** needs to be set up before it can be used for gaming. In some implementations, the setup occurs in an environment **600** (e.g., a home, a dormitory, and/or an office), using a mobile phone **610** running an accompanying application (e.g. GOOGLE Home Application **612**) that supports cloud gaming. In some implementations, the setup process includes adding one or more users to the game controller **102** and pairing the game controller **102** to one or more interface devices in the environment **600**.

As illustrated by FIG. 6A, the game controller **102** is depicted to include input components such as a directional pad **602** (i.e. the directional pad **315**) and a plurality of buttons, including an “assistant” button **606**, a “home” button **608**, and game control buttons **604-1**, **604-2**, **604-3**, and **604-4** (i.e., the buttons **312**). In some implementations, the game controller **102** further includes a joystick (i.e., the

joystick **316**, not shown) and output devices (e.g., the output device(s) **318**) such as LEDs (e.g., the LED(s) **322** and/or speakers (e.g., the speaker(s) **320**) (not shown). In some implementations, the number and types of input, and output components and their arrangements, can vary. In some implementations, the game controller has a different shape and/or size and/or geometry from the game controller **102** that is depicted in the figures.

In some implementations, the one or more buttons activate one or more microphones (e.g., the microphones **312**) on the game controller **102**, which enable audio inputs (e.g., voice commands) to be received. For example, a gamer can hold down the assistant button **606** and say “Play the Division on bedroom TV.” In some implementations, the game controller **102** parses the commands (e.g., using the voice assistance module **370**) and pairs with the interface device that is connected to the bedroom TV. In some implementations, the interface device also turns on the bedroom TV. The TV displays a paused scene from the game “Division” that was left from the gamer’s most recent gaming session. The gamer pushes a button to unpause the scene, and resumes gameplay using the game controller **102** and bedroom TV.

In some implementations, the user initiates the setup of the new game controller **102** by first powering it up (e.g., by pressing the home button **608** and/or a power button (not shown)). The game controller **102** sends out a Bluetooth/Wifi beacon which is detected by the application. In some implementations, in accordance with the powering up, the application **612** displays automatically, on user interface **660**, a message **614** indicating that a new device (“Gaming controller”) has been found, and affordances **615** for setting the new device. In this example, the user selects the affordance **615-1** (Yes”) to continue the setup process.

FIG. 6B illustrates an exemplary user interface **670** that is displayed in accordance with continuing the setup process. In some implementations, the user is prompted to input fields, including a name **616** (e.g., a username), a photo **618**, a password (not shown), and/or authentication challenge(s) (not shown). In some implementations, the user inputs her name using a keyboard display **620** and/or by tapping on icons **621** (e.g., an icon **621-1** to take a photo and/or an icon **621-2**) to upload a photo).

In accordance with some implementations, as illustrated by FIG. 6C, the application **612** further displays, on user interface **680**, an option **622** to set a default pairing device. The option **622** includes affordances **623** representing devices (e.g., interface device **106**) available for pairing with the game controller **102**. The option **622** further includes a prompt asking the user to select one of the interface devices **106** as a default device to display gaming content. In some implementations, the setup process concludes after a default pairing device has been selected (e.g., device **623-2** “Living room”) and the game controller **102** is by default paired with the Living room” interface device.

In some implementations, the setting up of a new game controller **102** does not require the use of a mobile phone (e.g., the mobile phone **610**) or the accompanying application (e.g., the application **612**) running on the mobile phone. Rather, the setup and selection of the output device will work directly between the game controller **102** and the interface device **106**, or directly between the game controller **102** and the display device **108**. For example, in some implementations, the interface device **106** or the display device **108** includes an accompanying application that can be executed to set up the new game controller **102** and cause selection of the output device. In some implementations, the

game controller **102** includes an accompanying application that can be executed to set up the game controller **102** (e.g., the game controller **102** includes the optional display **324** that displays setup instructions) and select the output device.

In some implementations, after powering up the game controller **102**, the user initiates the setup process by pressing a second button, and/or by pressing again the same button that is used to power up the game controller **102**.

In some implementations, the game controller **102** stores (e.g., in the device/user data **366**) information of the user including name/username, photo, password, authentication challenges) and other defaults including the default interface device **106**.

In some implementations, the game controller stores (e.g., in the device/user data **366**) network credentials (e.g., Wifi network names and/or passwords).

In some implementations, the game controller **102** is used by multiple users (e.g., various members of a household). Accordingly, after a first user has finished with the setup, the application **612** further displays an option to add other users. The game controller **102** stores credentials for each user.

In some implementations, the game controller **102** includes a device identifier and/or a client certificate that are stored on the game controller **102** (e.g., in the device/user data **366**). Accordingly, the game controller **102** links the credentials of each user with the device identifier and/or the client certificate. In some implementations, in accordance with a request to launch the gaming portal UI (e.g., as described in FIG. 2A), the game controller sends, to the authentication system **125**, the information of the device identifier and/or the client certificate along with an identification of the user for verification by the authentication system **125**.

In some implementations, the application **612** further includes options to edit and/or delete the profile of an existing user of the game controller **102**.

In some implementations, information about the environment **600** (e.g., household, dormitory etc.) that is the game controller is associated with the game controller **102** is stored in the cloud (e.g., in the server system **114** and/or the authentication storage **128**). Additionally, in some implementations, the cloud stores, for each user, user information settings, display settings, and the game controller(s) associated with the user.

FIGS. 7 to 11 illustrate representative operations of the game controller **102** and the interface device **106**, in accordance with some implementations. In these examples, it is assumed that the game controller **102** has been provisioned and is communicatively connected to (e.g., paired with) the interface device **106**. FIGS. 7 to 11 show the interface face **106** coupled to the display device **108**. In some implementations, the functionality of the interface device **106** is contained within (i.e., integrated with and/or included in) the display device **108** and accordingly the display device **108** is configured to interact directly with the game controller **102** and with the gaming server (e.g., the server system **114**).

FIGS. 7A to 7C illustrate representative interactions between the game controller **102** of FIG. 3 and the interface device **106** of FIG. 4 in a single-person environment **700**, in accordance with some implementations. In this example, the environment **700** is a home environment (“Julia’s house”) and the game controller **102** is linked to a default user (“Julia”).

Julia initiates gaming by launching the gaming UI portal and selecting a game (See FIG. 2 for the process flows for UI launch and game initiation). In some implementations, the game controller is in an initial off/standby mode and

Julia powers on the game controller **102**. After the game controller **102** is powered on, it automatically connects to the Wifi network for Julia’s house and gets household metadata (e.g., from the cache). The game controller **102** automatically pairs with the interface device **106** (e.g., “Living Room”), which activates the display device **108** and switches to the correct input (e.g., using CEC).

FIG. 7A illustrates a display screen **710** showing an exemplary gaming portal UI that includes features such as a user profile **712** (“Julia”) (e.g., an avatar, a photo, and/or a name), friends who are online **713**, games **714** and **716** (e.g., purchased games, new games, recently played games), and a menu **715**. In this example, Julia is automatically logged in as the default player since she is the only user of the game controller **102**.

Julia selects a game on the gaming portal UI to initiate a game launch. (Details of the operation sequence that occurs for a game launch are described in FIG. 2B). Gaming streams are displayed on the display device **108**. Julia plays the game.

In some implementations, the interface device **106** automatically powers on the display device **108** in accordance with a determination that the display device **108** is in a powered off/standby mode.

In some implementations, the activation of a single input (e.g., pressing a single button) performs the tasks of powering on the game controller **102** and starting the gaming application on the interface device **106**. In some implementations, after the game controller **102** is powered on, the user activates a second input (e.g., pressing the button again, or pressing a second button) to launch the gaming portal UI.

In some implementations, the gaming portal UI includes a subset of the features and/or additional features that are not depicted in FIG. 7A. In some implementations, a subset of the gaming portal UI features is customized for every user. In some implementations, the gaming portal UI allows a user to browse and access a listing of all gaming content that are hosted by the gaming server.

In some implementations, the user initiates game launch using voice inputs/commands (e.g., the user says “Play racing cars on living room TV”) received by the microphones **312** and processed by the voice assistance module **370**.

FIG. 7B illustrates a shutdown process for a gaming session. In some implementations, to initiate shutdown, the user presses a button on the game controller **102** (e.g., the home button **608**), which sends an exit command to the interface device **106**. Screen **720** displays a message window **718** confirming exit of the gaming session. If the user selects “YES” (**721**), the game controller **102** powers down (or goes to sleeps mode). If the user selects “NO/BACK” (**722**), the gaming session resumes and the message window **718** disappears from the screen **720** (not shown).

In some implementations, in response to the user confirming exit of the gaming session, the interface device **106** transmits to exit command to the server system **114**. The server system **114** saves the game/state as needed. The gaming session ends, the gaming application exits, and the display device displays a backdrop **730**, as illustrated by FIG. 7C.

In some implementations, different menus and functionalities can be accessed using the same button (e.g., the home button **608**), by pressing the button differently. For example, a “short/normal” press of the home button **608** is used to power up the game controller **102** and initiate launch of the gaming portal UI, and a “long” press of the home button **608**

activates a menu button (e.g., quick access menu) and/or initiates shutdown of the gaming session.

In some implementations, the interface device **106** is also used to as a media streaming device to stream other (non-gaming) media content when it is not being used for gaming.

FIGS. **8A** to **8B** illustrate representative interaction between the game controller **102** of FIG. **3** and the interface device **106** of FIG. **4** in a multi-person environment **800**, in accordance with some implementations. In this example, the multi-person environment **800** is two-person household and the game controller **102** is used by the household members “Julia” and “Jack.” The game controller **102** stores user credentials for Julia and Jack. In some implementations, the multi-person environment includes three or more persons, each using the game controller **102** for online gaming.

In the example of FIG. **8**, Jack launches the gaming portal UI using the steps described in FIGS. **2** and **7**. FIG. **8A** shows a screen **810** that displays options for a player account **812** (“Julia”) and a player account **814** (“Jackio”). In some implementations, the screen **810** further includes an option for a “guest” player account **816**. In this example, Jack selects the player account **814** (“Jackio”).

In some implementations, the gaming application further includes features for authentication (e.g., using the security module **368**). As illustrated in FIG. **8B**, after Jack selects the player account **814** (“Jackio”), screen **830** displays a message **818** that includes a plurality of authentication options **820**, including phone **820-1**, voice **820-2**, and PIN **820-3**. If the phone option **820-1** is selected, the interface device **106** and/or the game controller **102** senses an identity of a phone in proximity to the game controller **102** and authenticates the user using the identity obtained from the phone. If the voice option **820-2** is selected, the screen will display a prompt requesting the user a voice input (e.g., using the microphones **312**) (e.g., Jack presses down the assistant button **606** and says “I’m Jack.”). The voice input is then compared against login credentials stored on the game controller **102** (in the device data **354**). If the PIN option **820-3** is selected, Jack enters his PIN using one or more of the directional pad and/or buttons on the game controller **102**, which is then compared against login credentials stored on the game controller **102**. In some implementations, after the user Jack has been authenticated, the game controller **102** sends to the interface device **102** the authentication token corresponding to the user Jack (see step **204** of FIG. **2A**) and the gaming portal UI is launched using the access token for the user Jack.

In some implementations, the gaming portal UI includes a guest account option (e.g., the “guest” player account **816**) when launched. In some implementations, the guest account allows a guest user whose credentials are not stored on the game controller **102** to input information associated with the guest user. In some implementations, the guest account provides limited account privileges and/or limited options for the guest user (e.g., the guest user has access to a finite number of games, the guest user does not own any game, the guest user cannot purchase any game etc.).

FIGS. **9A** to **9F** illustrate exemplary interaction between two game controllers **102-1** and **102-2** and the interface device **106** in an environment **900**, in accordance with some implementations. Each of the game controllers **102-1** and **102-2** is communicatively connected (e.g., paired with) the interface device **106**.

In some implementations, a gaming session is carried out simultaneously by two players in one local environment **900**, using two game controllers. In this example, suppose the environment **900** is home environment with two mem-

bers Julia and Jack each having her/his own game controller. The first controller **102-1** is linked to user “Julia” and the second controller **102-2** is linked to user “Jack.” Julia launches the gaming portal UI using the steps described in FIGS. **2** and **7**.

In some implementations, each of the game controllers **102** and the interface device is identified by a respective device identification and a client certificate. The game controller identification ultimately identifies the linked users with gaming accounts and drives all user specific content on the interface device **106**.

In some implementations, the interface device **106** starts an instance of the gaming application (the gaming application **436**) for every game controller **102** that it is connected to (e.g., paired with) and identifies a respective game controller by its device identification and client certificate.

FIG. **9A** shows a screen **910** with options to select a player account **912** (“Julia”), a player account **914** (“Jackio”), and a player account **916** (“Guest”). Julia uses the directional pad **902** and/or the buttons **904**, **906**, and/or **908** on her game controller **102-1** to select the player account **912** (“Julia”). In some implementations, Julia is prompted to authenticate her identification using the steps described in FIG. **8B**. In some implementations, after the Julia selects her account (and goes through the authentication process), the game controller **102-1** sends to the interface device **106** the authentication token corresponding to the Julia and the gaming portal UI is launched using the access token for Julia.

FIG. **9B** shows a screen **950** displaying Julia’s gaming portal UI after it has been launched. Features of the gaming portal UI have been described in FIG. **7A**.

In FIG. **9C**, Jack links to Julia’s session by pressing a button on his game controller **102-2**. In some implementations, Jack selects the player account **914** (“Jackio”) and goes through the authentication process. Because the interface device **106** recognizes that the game controller **102-2** has also been paired with the interface device **106**, it displays, on Julia’s gaming portal UI **960**, an alert window **928** requesting to link to Julia’s controller (i.e., the game controller **102-1**), and options **930** and **932**. If Jack chooses the option **930** (“YES”), Jack joins Julia’s gaming session. If Jack chooses the option **932** (“No”), Jack may select a different interface device to pair with (not shown).

In some implementations, when a second player joins a first player’s gaming session, the first player becomes the “host” (or primary user) and the second player becomes the “guest” (or secondary user) of the gaming session. The server (e.g., the streaming server **102**) streams gaming media content to the display device **108** and receives gaming inputs simultaneously from the game controller **102-1** and the game controller **102-2**.

In some implementations, when multiple game controllers **102** are connected to the interface device **106**, only the primary user’s game controller (i.e., **102-1** in this instance) is used to drive the gaming portal UI. The primary user is the one who launches the gaming application and whose content is being shown by the gaming portal UI.

In some implementations, until the gaming session begins, only the host has control of the gaming portal UI. In some implementations, during the gaming session, each of the controllers **102-1** and **102-2** independently sends inputs to the server system **114**, and each of the game controllers **102-1** and **102-2** independently communicates with the interface device **106**.

FIGS. **9D** and **9E** illustrate terminating a multiplayer gaming session, in accordance with some implementations. In this example, the guest player (i.e., Jack) ends the gaming

session by pressing a button on the game controller **102-2** (e.g., by a long press of the home button **608**). In response to the guest player input, screen **970** displays a message **932** confirming exit of the guest player. If Jack confirms exit (e.g., by selecting option **934** (“YES”), Jacks game controller **102-2** powers down. In some implementations, the hot player and other secondary users continue with the gaming session while the guest player exits. In some implementations, the gaming session continues as long as the host (i.e., Julia) is still connected).

Sometime after Jack has exited the gaming session, Julia the host player decides to terminate the gaming session. She presses a button on the game controller to initiate the game termination. In response to the host player input, a message is displayed on the screen to confirm exit of the host player (not shown). In some implementations, in accordance with a confirmation from the host player to exit the gaming session, the gaming server (e.g., the server system **114**) saves the game/state and terminates the gaming service (e.g., in accordance with the steps described in FIG. 7B). In accordance with some implementations, as illustrated in FIG. 9E, the interface device **106** displays, on the display device **108**, a backdrop display **980** after the gaming service has ended.

In some implementations, the gaming session ends only when the host player/account exits the gaming session and/or the host game controller is powered down.

FIG. 9F illustrates a setup process for a guest (“Brandon”) game controller **102-3** in the environment **900**, in accordance with some implementations. In this example, Brandon visits Julia and Jack’s house and brings along his game controller **102-3**. At the house, Brandon receives a message **952** on an accompanying application **955** (e.g., the Home Application **612**) on his mobile phone **938** that his game controller “Brandon1” has lost its connection. The message **952** also includes options **953** and **954**. In some implementations, Brandon uses the application **955** to connect the game controller **102-3** to the local network of the house (e.g., to the Wifi connection of Julia and Jack’s house). In some implementations, Brandon further uses the application **955** to select a default pairing device (e.g., the interface device **106** in Julia and Jack’s house). In some implementations, after selecting the default pairing device, Brandon presses a button on the game controller **102-3** to pair with the interface device **106** and launch the gaming portal UI.

FIG. 9F illustrates a screen **990** displaying accounts that are linked to Brandon’s game controller **102-3**, including an account **940** (“Belle”) and an account **942** (“Brandon”). Brandon selects the account **942** (“Brandon”) corresponding to his identity. In this example, because the game controller **102-3** is connected to a different Wifi network, Brandon is required to enter a PIN **944** corresponding to the account **942** (“Brandon”) to verify his identification. In accordance with a determination from the game controller **102-3** that the PIN **944** matches Brandon’s stored credentials, the game controller proceeds to launch the gaming portal UI for Brandon. In some implementations, Julia can link her controller **102-1** to Brandon’s session as a guest, using the steps described in FIGS. 9B and 9C.

FIGS. 10A to 10B illustrate exemplary interaction between the game controller **102** and two interface devices **106-1** and **106-2** in an environment **1000**, in accordance with some implementations. The interface devices **106-1** and **106-2** are coupled, respectively, to display devices **108-1** and **108-2**. The game controller **102** is communicatively connected to (e.g., paired with) each of the interface devices **106-1** and **106-2**.

In some implementations, the interface devices **106-1** and **106-2** are located at different locations of the environment **1000**. In this example, the environment **1000** is a home environment and the interface devices **106-1** and **106-2** are located, respectively, in the living room and bedroom. It is assumed that the interface device **106-1** (living room TV) is the default pairing device for the game controller **102**. Thus, when the gaming application is started, the default display device **108-1** displays a screen **1010** that includes accounts **1002** (“Julia”) and **1004** (“Jackio”) that are associated with the game controller **102**. The non-default interface device (i.e., the interface device **106-2** which is coupled to the bedroom TV **108-2**) displays a screen **1002** with a message **1006** that includes instructions to link the game controller **102** to the interface device **106-2**.

FIG. 10B illustrates another implementation in which the game controller **102** automatically pairs with an interface device based on proximity to the interface device, irrespective of default settings. Here, even though the interface device **106-1** is the default pairing device for the game controller **102**, the game controller **102** detects one or more interface device(s) in its proximity (e.g., **106-1** and **106-2**) and pairs with the interface device (i.e., **106-2**) that it is most proximate to.

In some implementations, the game controller **102** uses one or more communication networks (e.g., Whispetnet, BLE and/or Wifi) enabled using the radios **330**, to detect proximity to the interface devices **106-1** and **106-2**, and to pair with an interface device that is more proximate to the game controller **102**. For example, the game controller **102** uses signals **1012** and **1014** (e.g., Whispetnet, BLE and/or Wifi) that are transmitted from the game controller **102**, to determine that it is more proximate to the interface device **106-1** than to the interface device **106-2**. The game controller **102** pairs with the most proximate device (**106-2**) in accordance with this determination.

Alternatively, in some implementations, proximity between the game controller **102** and respective interface devices **106** is determined by the respective interface devices using one or more microphones (e.g., the microphones **414**) on the respective interface devices. For example, referring to FIG. 10B, the microphones **414** of the interface device **106-2** receive audio inputs indicating that a user has walked into the room, and accordingly the interface device **106-2** exposes to the game controller **102** its presence and availability for pairing.

In some implementations, as illustrated in FIG. 10B, in response to the pairing with the game controller **102**, the interface device **106-2** activates the display device **108-2** and switches to the correct input (e.g., using CEC). Further, the interface device **106-2** displays a screen **1040** that includes accounts **1016** (“Julia”) and **1016** (“Jackio”) linked to the game controller **102**. The default interface device **106-1** is not paired with the game controller **102** and accordingly the display device **108-1** shows a blank screen **1030**.

FIGS. 11A to 11D illustrate another exemplary interaction between the game controller **102** and two interface devices **106-1** and **106-2** to switch displays during gameplay, in accordance with some implementations.

In this example, Jack is playing the game “racing cars” in the living room using the game controller **102**. As illustrated in FIG. 11A, the living room TV **108-1** displays scene **1110** from the game and the bedroom TV **108-2** shows a blank screen **1120**.

Jack decides to move to the game to the bedroom. As illustrated by FIG. 11B, Jack pauses the game on the living

room TV **108-1** (e.g., by pressing one of the buttons **314** on the game controller **102**). The screen **1110** displays a window **1106** indicating that the game has been paused. In some implementations, Jack presses a second button to access a menu **1104** that includes different display options. In this example, Jack chooses option **1104-1** (“Bedroom TV”). In some implementations, in response to Jack’s selection of a different (i.e., bedroom) display, the interface device **106-1** that is connected to the living room TV **108-1** exits the gaming service and the respective display device **108-1** displays a backdrop **1130** (see FIG. **11C**).

FIG. **11C** shows Jack has moved to the bedroom with his game controller **102**. In some implementations, the game controller **102** automatically pairs with the interface device **106-2** that is most proximate to (e.g., in accordance with the implementations of FIG. **10B**). In response to the pairing, the interface device **106-2** activates the display device **108-2** and switches to the correct input (e.g., using CEC). The gaming service launches and resumes the game in the paused state, as shown by screen **1140**. Jack unpauses the game and resumes gameplay. All of these operations are performed easily and seamlessly with minimal interruption on the part of the user.

Alternatively, as illustrated by FIG. **11D** the user can move gameplay to a different location within the environment **1100** using voice activation. In this instance after Jack walks into the bedroom with the game controller **102**, Jack may press a button on the game controller **102** (e.g., the assistance button **606**) which activates one or more microphones (e.g., the microphones **312**) on the game controller **102**. Jack issues a voice command **1118** (“Play Racing Cars on Bedroom TV”). In some implementations, in response to the voice command, the game controller **102** parses the command (e.g., using the voice assistance module **370**), identifies “Bedroom TV” as one of the display options, and pairs with the interface device **106-2** that is coupled with the “Bedroom TV” **108-2**. In some implementations, the voice command is transmitted to the server system **114** (via the interface device **106-2**) for processing at the server system **114**.

Additionally, as described by the various figures and implementations, using game controllers **102**, electronic devices **104**, and/or other electronic devices that can be communicatively connected to the interface devices **106**, one can create an “environment graph” (e.g., a home graph in the case of a home environment) that knows about the users, networks, and devices within. In some implementations, a game controller **102** can use the graph to identify users, devices, and displays it can connect with.

FIGS. **12A** to **12C** are flowchart representations of a method **1200** for cloud gaming, in accordance with some implementations. The method **1200** is implemented at a first electronic device (e.g., the interface device **106** of FIG. **4**) having one or more processors and memory storing one or more programs for execution by the one or more processors. In some implementations, the method **1200** is performed by: (1) one or more interface devices **106**; (2) one or more game controllers **102**; (3) one or more electronic devices **104**; (4) one or more server systems, such as server system **114**; or (5) a combination thereof. In some implementations, the method **1200** is governed by instructions that are stored in a non-transitory computer readable storage medium and that are executed by one or more processors of a device/computing system, such as the one or more processors **302** of the game controller **102**, and/or the one or more processors **402** of the interface device **106**, and/or the one or more processors **502** of the server system **114**. For convenience, specific opera-

tions detailed below are described as being performed by the interface device **106** that is coupled to the display device **108** (e.g., a television, a computer monitor).

The interface device **106** receives (**1202**), from a second electronic device proximate to the first electronic device, a first user input to launch a cloud gaming session. The interface device **106** and the second electronic device are communicatively connected on a common network (e.g., the local network **110**, **140**, and/or **150**).

In some implementations, the second electronic device is (**1204**) a game controller (e.g., the game controller **102**). In some implementations, the first user input includes a selection of a button (e.g., one of the buttons **314**) on the game controller **102**.

In some implementations, the game controller **102** is in an initial power off/standby mode and the first user input turns on the power to the game controller **102**. In some implementations, the game controller **102** automatically connects to the local network (e.g., a Wifi network after it is powered on. In some implementations, the game controller automatically pairs with the (default) interface device **106** after it connects to the local network.

In some implementations, the interface device **106** is a casting device and/or a media streaming device. In some implementations, the interface device **106** is a hardware dongle.

In some implementations, the second electronic device is one of: a smartphone, a tablet device, a laptop, and a computer (e.g., the electronic devices **104** of FIG. **1**). In some implementations, the second electronic device includes a virtual controller application for implementing one or more standardized game controller configurations.

In some implementations, the display device **108** is (**1228**) in a powered off state. In this instance, in response to receiving the first user input, the interface device **106** powers (**1230**) on the display device, and selects (**1232**) automatically and without user intervention an input port (e.g., an HDMI port) of the display device that is coupled to the first electronic device, thereby causing output of the interface device **106** to be displayed on the display device **108** (e.g., using Consumer Electronics Control).

In response to receiving the first user input, the interface device **106** connects (**1208**) to a gaming service on a gaming server. In some implementations, connecting to the gaming service includes launching a gaming portal user interface. In some implementations, the launching the gaming portal user interface is in accordance with the process described in FIG. **2A**.

The interface device **106** identifies (**1210**) automatically and without user intervention, a default player identification associated with the user. In some implementations, the default player identification is a default user of the second electronic device. In some implementations, the second electronic device is associated with a single user (e.g., in a single-user household of FIG. **7**) and the default player identification is the single user. In some implementations, the second electronic device is associated with more than one user, and the default player identification is established during setup (e.g., during the provisioning process as illustrated in FIG. **6**). In some implementations, the default player identification is stored on the second electronic device (e.g., stored on the game controller **102**).

The interface device **106** launches (**1212**), in conjunction with the gaming server, the cloud gaming session using the default player identification. In some implementations, the interface device **106** launches the cloud gaming session in

response a second user input (e.g., the user presses a second button on the game controller **102**).

In some implementations, the user input includes (**1204**) a game selection. In some implementations, the game selection is made using one or more buttons (e.g., the buttons, **314**), and/or the directional pad (e.g., the directional pad(s) **315**), and/or the joystick (e.g., the joystick **316**) on the game controller **102**. In some implementations, the game selection is made using one or more of keyboard, mouse, virtual buttons, virtual directional pad, and/or virtual joystick on the second electronic device.

In some implementations, in accordance with the game selection, the interface device **106** obtains (**1214**) gaming media streams of the game from a gaming server (e.g., the game server system **114**), decodes (**1216**) the gaming media streams, and outputs (**1218**) to the display device **108** the decoded gaming media streams, wherein the gaming media streams are generated by the gaming server in response to gaming inputs transmitted directly to the gaming server from the second electronic device when launching (**1212**) the gaming session. In some implementations, the interface device **106** obtains the gaming media streams of the game via the server interface module **440** and/or using the process described in FIG. 2B.

In some implementations, during the gaming session, the interface device **106** receives (**1220**), from the second electronic device, a request by the user to exit the session.

In some implementations, in response to the request, the interface device **106** displays, on the display screen, a message confirming the exit request. In some implementations, the interface device **106** receives a second input confirming the exit request. In accordance with the confirmation, the interface device **106** transmits to the server system **114** the exit request, causing the server system **114** to save the game state (e.g., in the database(s) **122**).

In some implementations, the interface device **106** receives (**1222**) an indication e.g., (from the game server **114**) that the cloud gaming session is saved. In accordance with the indication, the interface device **106** terminates (**1224**) the gaming service, and displays (**1226**), on the display device **108**, a default screen display. (e.g., the backdrop screen **730** of FIG. 7C). In accordance with some implementations, the interface device **106** receives the second user input that denies the exit request (e.g., the user selects the option **722** (“No/Back”) of FIG. 8B). In accordance with the second user input that denies the exit request, the game session resumes/continues.

In some implementations, the interface device **106** receives (**1234**) a pairing notification from a third electronic device. In some implementations, the third electronic device is a second game controller (e.g., the game controller **102-3** of FIG. 9F) distinct from the game controller **102**.

In some implementations, in accordance with the pairing notification, the interface device **106** displays (**1236**), on the display device **108**, a login screen comprising a plurality of player identifications, each of the player identifications associated with (e.g., linked to) the third electronic device.

In some implementations, the interface device **106** receives (**1238**), from the third electronic device, a selection of a first player identification of the player identifications.

In some implementations, the interface device **106** displays (**1240**), on the display device **108**, a screen associated with the first player identification. In some implementations, the third electronic device is associated with a second local network that is distinct from the local network. In this instance, the selection of the first player identification includes a request to input a password associated with the

first player identification (e.g., as illustrated in FIG. 9F), and the display of the screen associated with the first player identification is in accordance with a determination that the password matches the password stored in the third electronic device **102-3**.

In some implementations, the interface device **106** links (**1242**) the second electronic device with the third electronic device, thereby causing the second electronic device and the third electronic device to play together the selected game. As illustrated in the example of FIG. 9, Brandon and Julia both play together in the gaming session using the first electronic device (i.e., the interface device **106**) and send separate, respective gaming commands via their respective controllers.

In some implementations, the second electronic device is (**1244**) a guest device and the third electronic device is a host device of the gaming session. In some implementations, when multiple game controllers **102** are connected to the interface device **106**, only the game controller of the primary user (i.e., the user of the host device) is used to drive the gaming portal UI. In some implementations, the primary user (i.e., the user of the host device) is the user who launches the gaming application and whose content is being shown in the gaming portal UI.

In accordance with some implementations, a computing system (e.g., the interface device **106**) includes: one or more processors; and memory coupled to the one or more processors, the memory storing one or more programs configured to be executed by the one or more processors, the one or more programs including instructions for performing any of the above methods and/or operations.

In accordance with some implementations, a non-transitory computer-readable storage medium (e.g., within the memory **406**) stores one or more programs, the one or more programs comprising instructions, which when executed by a computing system, cause the system to perform any of the above methods and/or operations.

FIGS. 13A to 13E are flowchart representations of a method **1300** for cloud gaming, in accordance with some implementations. The method **1300** is implemented at a first electronic device (e.g., the interface device **106** of FIG. 4) having one or more processors and memory storing one or more programs for execution by the one or more processors. In some implementations, the method **1200** is performed by: (1) one or more interface devices **106**; (2) one or more game controllers **102**; (3) one or more electronic devices **104**; (4) one or more server systems, such as server system **114**; or (5) a combination thereof. In some implementations, the method **1300** is governed by instructions that are stored in a non-transitory computer readable storage medium and that are executed by one or more processors of a device/computing system, such as the one or more processors **302** of the game controller **102**, and/or the one or more processors **402** of the interface device **106**, and/or the one or more processors **502** of the server system **114**. For convenience, specific operations detailed below are described as being performed by the interface device **106** that is coupled to the display device **108** (e.g., a television, a computer monitor).

The interface device **106** receives (**1302**), from a second electronic device proximate to the first electronic device, a first user input to launch a cloud gaming session, wherein the first user input includes a game selection. The interface device **106** and the second electronic device are communicatively connected on a common network. In some implementations, the second electronic device is (**1204**) a game controller (e.g., the game controller **102**). In some imple-

mentations, the first user input includes a selection of a button (e.g., one of the buttons **314**) on the game controller **102**.

The interface device **106** connects (**1306**) to a gaming service on a gaming server in response to receiving the first user input. In some implementations, connecting to the gaming service includes launching a gaming portal user interface. In some implementations, the launching the gaming portal user interface is in accordance with the process described in FIG. 2A.

The interface device **106** displays (**1308**) automatically and without user intervention, on the display device, a login screen including a plurality of player identifications. In some implementations, each of the plurality of player identifications corresponds (**1312**) to a respective user of the second electronic device. In some implementations, the second electronic device is used by multiple players (users) and the plurality of player identifications corresponds to the plurality of players that the second electronic device is associated with (i.e., linked to). In some implementations, the plurality of player identifications includes a respective player name (or user name) and/or a visual representation of the respective player (e.g., a photo, an image, and/or an avatar of the player).

In some implementations, the second electronic device is identified by a device identification and/or a client certificate. In some implementations, the second electronic device is linked to a plurality of player identifications each corresponding to a user of the second electronic device. In some implementations, each player identification is associated with (e.g., linked to) the device identification and/or the client certificate.

The interface device **106** receives (**1310**), from the second electronic device, a selection of a first player identification from the plurality of player identifications.

In some implementations, the second electronic device stores (**1304**) a plurality of user login credentials, each user login credential corresponding to a respective player identification. In some implementations, the user login credentials are concurrently stored on the gaming server (e.g., in the database(s) **122** of the server system **114**). In some implementations, the second electronic device also stores a plurality of network login credentials. In some implementations, each of the stored network credentials corresponds to a respective local network that the second electronic device has been communicatively connected to.

In some implementations, after receiving the selection of the first player identification (see step **1310**), the interface device **106** obtains (**1314**) an identification of the user using one or more of: a mobile phone associated with the user, wherein the mobile phone is proximate to the interface device **106**; a voice input of the user; and a password input. In some implementations, the obtaining the identification of the user is in response to an activation of a security feature (e.g., the security module **368** of the game controller **102**) on the second electronic device. In some implementations, the interface **106** uses the proximity/detection unit **410** to obtain the identification of the user using the mobile phone.

In some implementations, the interface device **106** identifies (**1316**) a match between the obtained user identification and the plurality of stored user login credentials (e.g., as described with respect to FIG. 8B).

In some implementations, the interface device **106** selects (**1318**) the first player identification based on the match.

The interface device **106** logs (**1320**) on to the gaming service using the selected first player identification.

The interface device **106** launches (**1322**) in conjunction with the gaming server the cloud gaming session and initiates gameplay.

The interface device **106** obtains (**1324**) gaming media streams of the game from the gaming server (e.g., from the server system **114**).

The interface device **106** decodes (**1326**) the gaming media streams.

The interface device **106** outputs (**1328**) to the display device **108** the decoded gaming media streams, wherein the gaming media streams are generated by the gaming server in response to gaming inputs transmitted directly to the gaming server from the second electronic device.

In some implementations, during the gaming session, the interface device **106** receives (**1330**) indication that a third electronic device is communicatively coupled to the interface device **106** via the common network.

In some implementations, the interface device **106** displays (**1332**), on the display device **108**, a second login screen including a request to link the third electronic device with the second electronic device. Referring to the example of FIG. 9, Julia launches the gaming portal UI using her game controller **102-1** and Jack sends a request to link his controller **102-2** to Julia's game session. Julia receives, on her login screen **960**, a message **928** requesting to link to her game controller **102-1** and her game session.

In some implementations, the interface device **106** is (**1334**) a casting device (or a media streaming device), the second electronic device is a first game controller (e.g., the game controller **102-1** of FIG. 9), and the third electronic device is a second game controller (e.g., the game controller **102-2** of FIG. 9).

In some implementations, the second electronic device is (**1336**) a host of the gaming session and the third electronic device is a guest of the gaming session.

In some implementations, the interface device **106** receives (**1337**) from the third electronic device, a response to the request. Referring back to the example of FIG. 9, the interface device receives a response from the third controller (i.e., Jack's game controller **102-2**) in response to the request to link the third electronic device with the second electronic device.

In some implementations, in accordance with a determination that the response indicates an approval (i.e., Jack chooses option **935** ("Yes")), the interface device **106** links (**1338**) the third electronic device with the second electronic device, thereby causing the second electronic device and the third electronic device to play together the selected game. In some implementations, in accordance with the linking, the second electronic device and the third electronic device transmit directly and independently, respective gaming inputs to the gaming server (i.e., the server system **114**). In some implementations, in accordance with the linking, the second electronic device and the third electronic device transmit directly and independently, a respective subset of commands to the interface device **106**. In some implementations, the second electronic device continues with the gameplay during the linking process.

In some implementations, the interface device **106** is (**1339**) a first one of a plurality of interface devices (i.e., the environment includes more than one interface device), wherein each of the first electronic devices is communicatively coupled with each other via the common network, and each of the interface devices is coupled to a respective display device.

In some implementations, in accordance with a determination (**1340**) that the response indicates a denial (i.e., Jack

chooses option **930** (“No”) in FIG. 9C), the interface device **106** displays (**1342**), on the display device, the plurality of interface devices on the common network.

In some implementations, the interface device **106** receives (**1344**), from the third electronic device, a selection of a second one of the plurality of first electronic devices. Referring back to the example of FIG. 9C, if Jack chooses the option **930** (“No”), he can select from the display other interface devices to pair with. In accordance with the selection, Jack pairs his game controller with a second one of the interface devices (e.g., an interface device **106-2**), which streams the selected game on the display device coupled with the interface device **106-2**. Jack’s gaming inputs are transmitted directly to the server system **114** using the interface device **106-2**.

In some implementations, during the gameplay, the interface device **106** receives (**1346**), from the third electronic device, a request to exit the gaming session.

In some implementations, in accordance with receiving the request, the interface device **106** causes (**1348**) the third electronic device to exit the gaming session, wherein during the exit, the gaming media streams continue to be generated by the gaming server in response to the gaming inputs transmitted directly to the gaming server from the second electronic device in response to the gaming inputs transmitted directly to the gaming server from the second electronic device. In some implementations, the second electronic device continues with the gameplay during the exit. In some implementations, in response to the exit request, the display device **108** displays a message requesting confirmation of the exit request (e.g., as shown in FIG. 9D), and causes the third electronic device to exit upon the confirmation of the request.

In some implementations, the interface device **106** receives (**1350**), from the second electronic device, a second request to exit the session.

In some implementations, in accordance with the received second request, the interface device **106** receives (**1352**) an indication from the game server that the session is saved.

In some implementations, the interface device **106** terminates (**1354**) the gaming service.

In some implementations, the second electronic device is the host device. Accordingly, in response to the second request, the server system **114** saves the game state and terminates the gaming service.

In some implementations, the interface device **106** determines (**1356**) that the first player account associated with the host device has exited the gaming session and/or the host device has powered down, and the interface device **106** terminates the gaming service in accordance with the determination.

In some implementations, the interface device **106** displays (**1358**), on the display device, a default screen display. In some implementations, after the server system **114** has terminated the gaming service, the display device **108** displays a default backdrop screen (e.g., the screen **980** of FIG. 9E).

In accordance with some implementations, a computing system (e.g., the interface device **106**) includes: one or more processors (e.g., the processor(s) **402**); and memory (e.g., the memory **406**) coupled to the one or more processors, the memory storing one or more programs configured to be executed by the one or more processors, the one or more programs including instructions for performing any of the above methods and/or operations.

In accordance with some implementations, a non-transitory computer-readable storage medium (e.g., within the

memory **406**) stores one or more programs, the one or more programs comprising instructions, which when executed by a computing system, cause the system to perform any of the above methods and/or operations.

FIGS. **14A** to **14B** are flowchart representations of a method **1400** for cloud gaming, in accordance with some implementations. The method **1400** is implemented at a second electronic device (e.g., the game controller **102** of FIG. 3) having one or more processors and memory storing one or more programs for execution by the one or more processors. In some implementations, the method **1200** is performed by: (1) one or more game controllers **102**; (2) one or more interface devices **106**; (3) one or more electronic devices **104**; (4) one or more server systems, such as server system **114**; or (5) a combination thereof. In some implementations, the method **1400** is governed by instructions that are stored in a non-transitory computer readable storage medium and that are executed by one or more processors of a device/computing system, such as the one or more processors **302** of the game controller **102**, and/or the one or more processors **402** of the interface device **106**, and/or the one or more processors **502** of the server system **114**. For convenience, specific operations detailed below are described as being performed by the game controller **102**.

The game controller **102** sends (**1402**), to a plurality of first electronic devices (e.g., the interface devices **106**), a first input to launch a gaming session, wherein the second electronic device is communicatively connected to each of first electronic devices on a common network, and each of the first electronic devices is coupled to a respective display device.

The game controller **102** causes (**1406**) a first one (e.g., the interface device **106-1** of FIG. 10) of the first electronic devices to display automatically and without user intervention, on a first display device, a login screen including plurality of player identifications in response to the first input.

The game controller **102** causes (**1414**) a second one of the first electronic devices to display automatically and without user intervention, on a second display device, a notification including instructions.

The game controller **102** sends (**1416**) a second input to the first one of the first electronic devices, the second input including selection of a first player identification from the plurality of player identifications.

The game controller **102** launches (**1418**) the gaming session on the first one of the first electronic devices in response to the second input.

In some implementations, such as the example of FIG. 10A, the first one of the first electronic devices (e.g., the interface device **106-1**) is a default pairing device of the game controller **102**. In accordance with this example, the default living room display **108-1** displays a gaming portal UI and the non-default display (i.e., the bedroom TV **108-2**) displays a message (e.g., the message **1006**) with instructions on how to link to the display device **108-2**.

In some implementations, the first one of the first electronic devices is the device that was used in the most recent gaming session.

In some implementations, each of the first electronic devices includes (**1404**) an audio interface (e.g., the microphones **414** of the interface device **106**). The game controller **102** causes (**1408**) each of the first electronic devices to receive audio inputs from a user of the second electronic device via the respective audio interface. The game controller **102** determines (**1410**) the first one of the first electronic devices to be most proximate to the game controller **102** in

accordance with the received audio inputs. In accordance with the determination, the game controller **102** causes **(1412)** the first one of the first electronic devices to pair with the second electronic device in accordance with the determination.

In some implementations, the game controller **102** determines the first one of the first electronic devices to be most proximate to the game controller **102** using the communication interface(s) **304** and/or the proximity detection unit **334**. In some implementations, the game controller **102** finds the most proximate interface device using Whispernet, Bluetooth Low Energy (BLE) or Wifi, and pairs with the most proximate interface device.

In some implementations, the game controller **102** stores a default pairing interface device, and overrides the default pairing device to pair with an interface device that it is most proximate to. In some implementations, in accordance with the pairing, the most proximate interface device switches on the display device that it is coupled to.

In some implementations, the game controller **102** sends **(1420)** a third input to the first one of the first electronic devices. In some implementation, the third input is a command (e.g., a request) to pause the game. In some implementation, the third input is a command to access a menu on the gaming portal UI.

In some implementations, the game controller **102** causes **(1422)** the first one of the first electronic devices to display a plurality of display devices coupled to the plurality of first electronic devices in response to the third input. In some implementation, the third input includes a request to pause the game.

In some implementations, the game controller **102** sends **(1424)** a fourth input to the first one of the first electronic devices. In some implementations, the fourth input is a command that selects a second one of the first electronic devices.

In some implementations, the game controller **102** causes **(1426)** the first one of the first electronic devices to pause the gaming session in response to the fourth input.

In some implementations, the game controller **102** causes **(1428)** the second one of the first electronic devices to unpair the gaming session, thereby resuming the gaming session from the paused state, wherein the pausing and the unpausing are performed concurrently and without user intervention in response to the fourth input. In some implementations, the first one and the second one of the first electronic devices are located in different areas of a local environment (e.g., different rooms of a home environment) and the unpausing is in response to a proximity detection of the game controller **102** and/or the user.

In accordance with some implementations, a computing system (e.g., the game controller **102**) includes: one or more processors; and memory coupled to the one or more processors, the memory storing one or more programs configured to be executed by the one or more processors, the one or more programs including instructions for performing any of the above methods and/or operations.

In accordance with some implementations, a non-transitory computer-readable storage medium (e.g., within the memory **306**) stores one or more programs, the one or more programs comprising instructions, which when executed by a computing system, cause the system to perform any of the above methods and/or operations.

In some implementations, the server system **206** includes a notification module (not shown) for generating alerts and/or notifications for users of the electronic device(s). For example, in some implementations the correction database is

stored locally on the electronic device of the user, the server system **206** may generate notifications to alert the user to download the latest version(s) or update(s) to the correction database.

Although some of various drawings illustrate a number of logical stages in a particular order, stages that are not order dependent may be reordered and other stages may be combined or broken out. While some reordering or other groupings are specifically mentioned, others will be obvious to those of ordinary skill in the art, so the ordering and groupings presented herein are not an exhaustive list of alternatives. Moreover, it should be recognized that the stages could be implemented in hardware, firmware, software or any combination thereof.

It will also be understood that, although the terms first, second, etc. are, in some instances, used herein to describe various elements, these elements should not be limited by these terms. These terms are only used to distinguish one element from another. For example, a first interface device could be termed a second interface device, and, similarly, a second interface device could be termed a first interface device, without departing from the scope of the various described implementations. The first interface device and the second interface device are both interface devices, but they are not the same type of interface device.

The terminology used in the description of the various described implementations herein is for the purpose of describing particular implementations only and is not intended to be limiting. As used in the description of the various described implementations and the appended claims, the singular forms “a”, “an” and “the” are intended to include the plural forms as well, unless the context clearly indicates otherwise. It will also be understood that the term “and/or” as used herein refers to and encompasses any and all possible combinations of one or more of the associated listed items. It will be further understood that the terms “includes,” “including,” “comprises,” and/or “comprising,” when used in this specification, specify the presence of stated features, integers, steps, operations, elements, and/or components, but do not preclude the presence or addition of one or more other features, integers, steps, operations, elements, components, and/or groups thereof.

As used herein, the term “if” is, optionally, construed to mean “when” or “upon” or “in response to determining” or “in response to detecting” or “in accordance with a determination that,” depending on the context. Similarly, the phrase “if it is determined” or “if [a stated condition or event] is detected” is, optionally, construed to mean “upon determining” or “in response to determining” or “upon detecting [the stated condition or event]” or “in response to detecting [the stated condition or event]” or “in accordance with a determination that [a stated condition or event] is detected,” depending on the context.

The foregoing description, for purpose of explanation, has been described with reference to specific implementations. However, the illustrative discussions above are not intended to be exhaustive or to limit the scope of the claims to the precise forms disclosed. Many modifications and variations are possible in view of the above teachings. The implementations were chosen in order to best explain the principles underlying the claims and their practical applications, to thereby enable others skilled in the art to best use the implementations with various modifications as are suited to the particular uses contemplated.

45

What is claimed is:

1. A gaming method, comprising:

at a first electronic device coupled to or integrated with a display device, the first electronic device having one or more processors and memory storing one or more programs for execution by the one or more processors: receiving, from a second electronic device, a user input to launch a cloud gaming session; and in response to receiving the user input:

connecting to a gaming service on a gaming server; identifying automatically and without user intervention, a default player identification associated with a user; and

launching in conjunction with the gaming server the cloud gaming session using the default player identification;

wherein the first electronic device and the second electronic device are communicatively connected.

2. The gaming method of claim 1, wherein the first electronic device is a gaming interface device and the second electronic device is a game controller.

3. The gaming method of claim 2, wherein the display device is in a powered off state, and the method further comprises:

in response to receiving the user input:

powering on the display device; and

selecting automatically and without user intervention an input port of the display device that is coupled to the first electronic device, thereby causing output of the first electronic device to be displayed on the display device.

4. The gaming method of claim 3, further comprising: receiving, from the second electronic device, a request by the user to exit the cloud gaming session; and in response to the request:

receiving an indication that the cloud gaming session is saved;

terminating the gaming service; and

displaying, on the display device, a default screen display.

5. The gaming method of claim 4, wherein the user input includes a game selection, and launching the cloud gaming session further comprises:

obtaining gaming media streams of the selected game from a gaming server;

decoding the gaming media streams; and

outputting to the display device the decoded gaming media streams, wherein the gaming media streams are generated by the gaming server in response to gaming inputs transmitted directly to the gaming server from the second electronic device.

6. The gaming method of claim 5, further comprising: receiving a pairing notification from a third electronic device; and

in accordance with the pairing notification:

displaying, on the display device, a login screen comprising a plurality of player identifications, each of the player identifications associated with the third electronic device;

receiving, from the third electronic device, a selection of a first player identification of the player identifications;

displaying, on the display device, a screen associated with the first player identification; and

linking the second electronic device with the third electronic device, thereby causing the second elec-

46

tronic device and the third electronic device to play together the selected game.

7. The gaming method of claim 6, wherein the second electronic device is a guest device and the third electronic device is a host device of the cloud gaming session.

8. A gaming method, comprising:

at a first electronic device coupled to or integrated with a display device, the first electronic device having one or more processors and memory storing one or more programs for execution by the one or more processors: receiving, from a second electronic device, a user input to launch a cloud gaming session; and in response to receiving the user input:

connecting to a gaming service on a gaming server; displaying automatically and without user intervention, on the display device, a login screen including a plurality of player identifications;

receiving, from the second electronic device, a selection of a first player identification from the plurality of player identifications;

logging on to the gaming service using the selected first player identification; and

launching in conjunction with the gaming server the cloud gaming session and initiating gameplay, including:

obtaining gaming media streams of the game from the gaming server;

decoding the gaming media streams; and

outputting to the display device the decoded gaming media streams;

wherein the first electronic device and the second electronic device are communicatively connected.

9. The gaming method of claim 8, wherein each of the plurality of player identifications corresponds to a respective user of the second electronic device.

10. The gaming method of claim 9, wherein the second electronic device stores a plurality of user login credentials, each user login credential corresponding to a respective player identification.

11. The gaming method of claim 10, wherein the selection of the first player identification further comprises:

obtaining an identification of the respective user using one or more of:

a mobile phone associated with the respective user, wherein the mobile phone is proximate to a gaming interface device;

a voice input of the respective user; and

a password input;

identifying a match between the obtained identification of the respective user and the stored plurality of user login credentials; and

selecting the first player identification based on the match.

12. The gaming method of claim 11, further comprising, during the cloud gaming session:

receiving indication that a third electronic device is communicatively coupled to the first electronic device via a common network;

displaying, on the display device, a second login screen including a request to link the third electronic device with the second electronic device;

receiving, from the third electronic device, a response to the request; and

in accordance with a determination that the response indicates an approval:

47

linking the third electronic device with the second electronic device, thereby causing the second electronic device and the third electronic device to play together a selected game.

13. The gaming method of claim 12, wherein the first electronic device is a first one of a plurality of first electronic devices, wherein each of the first electronic devices is communicatively coupled with each other, and each of the first electronic devices is coupled to or integrated with a respective display device, the method further comprising:

in accordance with a determination that the response indicates a denial:

displaying, on the display device, the plurality of first electronic devices; and

receiving, from the third electronic device, a selection of a second one of the plurality of first electronic devices.

14. The gaming method of claim 13, wherein the second electronic device is a host of the cloud gaming session and the third electronic device is a guest of the cloud gaming session.

15. The gaming method of claim 14, wherein the first electronic device is a casting device, the second electronic device is a first game controller, and the third electronic device is a second game controller.

16. The gaming method of claim 15, further comprising, during the gameplay:

receiving, from the third electronic device, a request to exit the cloud gaming session; and

in accordance with receiving the request, causing the third electronic device to exit the cloud gaming session;

wherein during the exit, the gaming media streams continue to be generated by the gaming server in response to gaming inputs transmitted directly to the gaming server from the second electronic device.

17. The gaming method of claim 16, further comprising: receiving, from the second electronic device, a second request to exit the cloud gaming session;

in accordance with the received second request: receiving an indication from the game server that the cloud gaming session is saved;

terminating the gaming service; and

displaying, on the display device, a default screen display.

18. The gaming method of claim 17, wherein terminating the gaming service is in accordance with a determination that a player account associated with the host has exited the cloud gaming session and/or the host has powered down.

19. A gaming method, comprising:

at a second electronic device having one or more processors and memory storing one or more programs for execution by the one or more processors:

sending, to a first electronic device and a third electronic device, a first input to launch a gaming session, wherein the first electronic device and the third electronic device are coupled to or integrated with a first display device and a second display device, respectively;

in response to the first input:

causing the first electronic device to display automatically and without user intervention, on the first display device, a login screen including a plurality of player identifications; and

causing the third electronic device to display automatically and without user intervention, on the second display device, a notification including instructions;

48

sending a second input to the first electronic device, the second input including selection of a first player identification from the plurality of player identifications; and

in response to the second input:

launching the gaming session on the first electronic device.

20. The gaming method of claim 19, wherein the first electronic device includes an audio interface, and causing the first electronic device to display the login screen further comprises:

causing first electronic device to receive audio inputs from a user of the second electronic device via the audio interface; and

in accordance with the received audio inputs:

determining the first electronic device to be more proximate to the second electronic device than the third electronic device; and

causing the first electronic device to pair with the second electronic device in accordance with the determination.

21. The gaming method of claim 20, further comprising: sending a third input to the first electronic device; and in response to the third input:

causing the first electronic device to display a plurality of display devices coupled to or integrated with the first electronic device and the third electronic device; sending a fourth input to the first electronic device; and in response to the fourth input:

causing the first electronic device to pause the gaming session; and

causing the third electronic device to unpause the gaming session, thereby resuming the gaming session, wherein the pausing and the unpausing are performed concurrently and without user intervention in response to the fourth input.

22. An interface device for cloud gaming, comprising:

one or more processors;

memory storing one or more programs for execution by the one or more processors;

a communication device for communicating with an electronic device and a gaming server; and

an output device configured to provide output of at least one program of the one or more programs to an input of a display device coupled to or integrated with the interface device;

the at least program being configured to:

receive, from the electronic device, a user input to launch a cloud gaming session; and

in response to receiving the user input:

connect to a gaming service on the gaming server; identify automatically and without user intervention, a default player identification associated with a user; and

launch in conjunction with the gaming server the cloud gaming session using the default player identification.

23. An interface device for cloud gaming, comprising:

one or more processors;

memory storing one or more programs for execution by the one or more processors;

a communication device for communicating with an electronic device and a gaming server; and

an output device configured to provide output of at least one program of the one or more programs to an input of a display device coupled to or integrated with the interface device;

49

the at least one program being configured to:  
 receive, from the electronic device, a user input to  
 launch a cloud gaming session; and  
 in response to receiving the user input:  
 connect to a gaming service on the gaming server; 5  
 display automatically and without user intervention,  
 on the display device, a login screen including a  
 plurality of player identifications;  
 receive, from the electronic device, a selection of a  
 player identification from the plurality of player 10  
 identifications;  
 log on to the gaming service using the selected  
 player identification; and  
 launch in conjunction with the gaming server the  
 cloud gaming session and initiate gameplay, 15  
 including:  
 obtaining gaming media streams of the game from  
 the gaming server;  
 decoding the gaming media streams; and  
 outputting to the display device the decoded gam- 20  
 ing media streams.

24. An electronic device for cloud gaming, comprising:  
 one or more processors;  
 memory storing at least one or more programs for execu-  
 tion by the one or more processors;  
 a communication device for communicating with a plu- 25  
 rality of electronic devices; and

50

at least one program of the one or more programs being  
 configured to:  
 send, to a first electronic device and a second electronic  
 device of the plurality of electronic devices, a first  
 input to launch a gaming session, wherein the first  
 electronic device and the second electronic device  
 are coupled to or integrated with a first display  
 device and a second display device, respectively;  
 in response to the first input:  
 cause the first electronic device to display automati-  
 cally and without user intervention, on the first  
 display device, a login screen including a plurality  
 of player identifications; and  
 cause the second electronic device to display auto-  
 matically and without user intervention, on a  
 second display device, a notification including  
 instructions;  
 send a second input to the first electronic device, the  
 second input including selection of a first player  
 identification from the plurality of player identifica-  
 tions; and  
 in response to the second input:  
 launch the gaming session on the first electronic  
 device.

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